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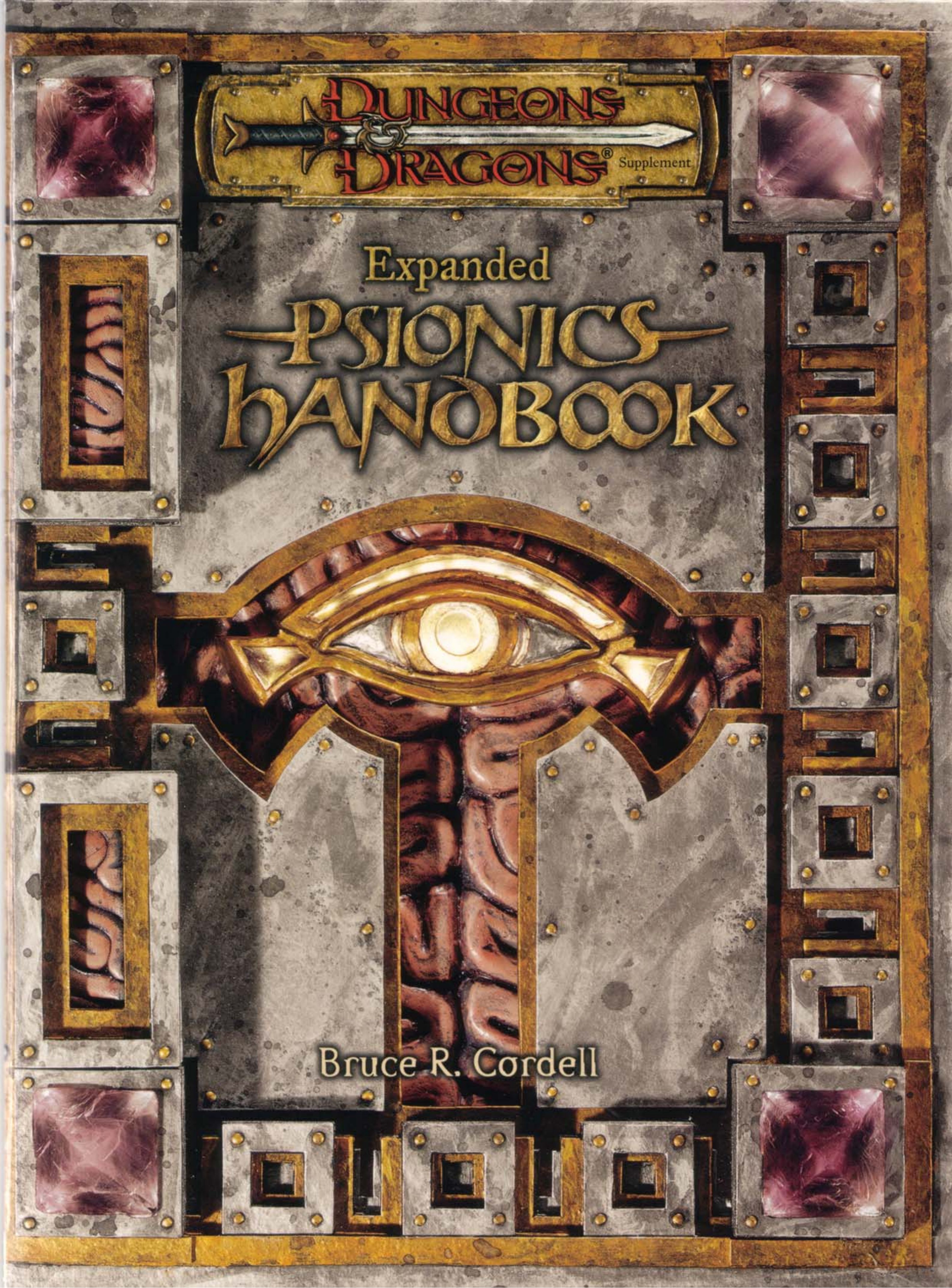

DUNGEONS & DRAGONS® Supplement

Expanded
PSIONICS HANDBOOK

Bruce R. Cordell

EXPANDED PSIONICS HANDBOOK

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Introduction

You've read the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*, and yet you are not satisfied. Why? Because you believe that magic is only part of the equation. The *Dungeon Master's Guide* and the *Monster Manual* hint at another factor. That tantalizing word: psionic—the power of mind over matter. You knew there had to be more. And you were right.

Welcome to the marvel of your mind.

WHAT IS PSIONICS?

Simply put, psionics is the art of tapping the mind's potential. A psionic character is blessed with a form of innate ability that enables him or her to use mental power to achieve goals or perform tasks that nonpsionic characters can accomplish—if they're even capable of doing them at all—only by using gross physical skills such as brute strength or raw agility, or by using intellect or force of will distinct from the natural power of the mind itself.

Your character's mind is an infinite metaphorical plane, where all things are possible. It may be that all characters have within them the potential for harnessing the energy of the mind, but only those who succeed in tapping into that potential can become psionic characters. A psionic character knows the mental pathways that lead to amazing edifices of thought and energy. Knowing the path, the psionic character walks it. Like a flare being thrown off a star, a power is manifested from a psionic character's energy of consciousness.

ABOUT POWERS

If this book is your first exposure to psionics in the D&D® game, the following information will serve as a brief explanation of how psionic powers work.

A psionic power is a one-time psionic effect (similar in this respect to a spell). Activating a power's effect is known as manifesting that power (the psionic version of spellcasting). Every psionic character or creature has a daily supply power points that he or she can spend to manifest powers the character has learned. A power known to a psionic character can be used as many times as he or she has power points to pay for it.

A power is manifested when a psionic character pays its power point cost. Some psionic creatures automatically manifest powers, called psi-like abilities, without paying a power point cost.

With this handbook, you can learn everything you need to know about the psionic art. Then, let all the world stand in awe of your character's mental might. As you will it, so it is done.

THE EXPANDED PSIONICS HANDBOOK

This book gives you everything you need to create and play psionic characters, including psionic items and psionic foes. It contains the following chapters.

Races (Chapter 1): This chapter introduces four new psionic races: dromites, elans, half-giants, maenads, and xephs. It also provides psionic versions of the dwarf in the *Player's Handbook* (duergar) and three creatures in the *Monster Manual* (githyanki, githzerai, and thri-kreen).

Classes (Chapter 2): This chapter presents four psionic character classes: the psion, the psychic warrior, the soulknife, and the wilder.

Skills and Feats (Chapter 3): Psionic characters can use all the skills in the *Player's Handbook*, and they have exclusive access to a few new skills detailed here, including Autohypnosis, Knowledge (psionics), Psicraft, and Use Psionic Device. The feats section provides more special abilities for psionic characters, as well as feats that enable nonpsionic characters to combat the power of psionics.

Psionics (Chapter 4): This chapter discusses how psionic characters learn and manifest powers and provides some guidelines for rules adjudicating special situations.

Powers (Chapter 5): This chapter describes nearly three hundred powers from 1st level to 9th level for psions, psychic warriors, and wilders.

Prestige Classes (Chapter 6): Take your psionic characters in exciting new directions with the illithid slayer, metamind, the psion uncarnate, pyrokineticist, or one of the other options presented here.

Psionic Items (Chapter 7): Both psionic and nonpsionic characters might be interested in some of the items described here. Psionic armor, weapons, *cognizance crystals*, dorjes, power stones, psicrowns, tattoos, universal items, and artifacts are presented in a format similar to that of Chapter 7 of the *Dungeon Master's Guide*. This chapter also contains rules for creating your own psionic items.

Monsters (Chapter 8): Here are psionically endowed monsters to challenge all characters, nonpsionic and psionic alike. Favorites from earlier versions of the game, including the githyanki and githzerai, are provided, as well as several new monsters. The phrenic template allows you to turn almost any D&D monster into a psionic creature.

WHY A REVISION?

The new psionics system debuted in 2001. In the three years since, we have observed the reaction to the rules, seen the release of various d20 SYSTEM™ products that attempted to steer psionics in new directions, and of course seen a revision in the core DUNGEONS & DRAGONS® game. If for no other reason than a need to remain true to the core system, the psionics rules also required a revision of their own.

And what a great opportunity this revision was! Three years of feedback, notes, observations, and new ideas could finally come to light in a completely expanded, revised, and updated version of the *Psionics Handbook*. The inclusion of races, more classes, more prestige classes, more feats, more powers, and so on was just as important as revising the original classes, feats, and other elements. For instance, if anyone had lingering doubts that psions were still weak compared to a wizard or a sorcerer, all those doubts should now be dispelled. Do not fear for the balance of your game when you use the *Psionics Handbook*. Have at it, and enjoy!

Illus. by C. Lukacs

The psionic races presented here are just as varied as the common races described in the *Player's Handbook*. Elans—both more than and less than human—conceal themselves in the hearts of humanoid cities; only their mental arts let them survive when life should have fled their bodies. Githyanki and githzerai roam the world, journeying across the planes from their extraplanar homes. Half-giant encampments are found in climates too harsh for those without inborn psionic adaptation. Maenads insinuate themselves into civilized societies, finding the waging of war a fitting outlet for their unending angst. On the other hand, xephs are rarely accepted into civilization; they must subsist on the edges, getting by as best they can with trickery and psychic contrivance. Even farther removed from "normal" civilization are the dromites and the thri-kreen, two races with insectoid features and characteristics. Along with humans, dwarves, elves, gnomes, half-elves, half-orcs, and halflings, those of psionic heritage can be found embroiled in life and politics of many lands.

CHOOSING A RACE

After you roll your ability scores and before you write them on your character sheet, choose your character's race. At the same time, you'll want to choose his or her class, since race affects how well a character can do in each class. Once you know your character's race and class, assign your ability score rolls to particular abilities, alter those abilities according to race (see Table 1–1: Racial Ability Adjustments), and continue detailing your character.

RACIAL CHARACTERISTICS

Your character's race determines some of his or her qualities.

RACE ADJUSTMENTS

Find your character's race on Table 1–1: Racial Ability Adjustments. If your character has a racial level adjustment, add that number to the character's class level and racial Hit Dice (in the case of a thri-kreen character) to determine the character's effective character level (ECL). See Monsters as Races, page 172 of the *Dungeon Master's Guide*.

Apply the ability adjustments given on Table 1–1 to your character's ability scores. If these changes raise your score above 18 or below 3, that's okay, except in the case of Intelligence, which does not go below 3 for characters. (If your githzerai character would have an adjusted Intelligence of 1 or 2, make it 3 instead.) In addition, Table 1–1 gives each race's favored class and automatic languages.

A character's favored class doesn't count against him or her when determining experience point penalties for multiclassing (see XP for Multiclass

Table 1–1: Racial Ability Adjustments

Race	Type	Level Adj.	Ability Adjustments	Favored Class	Automatic Languages
Dromite	Monstrous humanoid	+1	+2 Cha, –2 Str, –2 Wis	Wilder	Common
Duergar	Humanoid	+1	+2 Con, –4 Cha	Fighter	Common, Dwarven, Undercommon
Elan	Aberration	+0	–2 Cha	Psion	Common
Githyanki	Humanoid	+2	+2 Dex, +2 Con, –2 Wis	Fighter	Common, Gith
Githzerai	Humanoid	+2	+6 Dex, +2 Wis, –2 Int	Monk	Common, Gith
Half-giant	Giant	+1	+2 Str, +2 Con, –2 Dex	Psychic warrior	Common
Maenad	Humanoid	+0	—	Wilder	Common, Maenad
Thri-kreen	Monstrous humanoid	+2*	+2 Str, +4 Dex, +2 Wis, –2 Int, –4 Cha	Ranger	Common, Thri-Kreen
Xeph	Humanoid	+0	+2 Dex, –2 Str	Soulknife	Common, Xeph

*Thri-kreen have 2 racial HD, for a total ECL of 4.

Characters, page 60 of the *Player's Handbook*). Some of the favored classes on Table 1–1 are psionic classes, presented in Chapter 2 of this book.

All characters know how to speak Common, and many races speak racial languages as well. Smart characters (those with an Intelligence bonus) speak additional languages, one extra language per point of bonus. Select your character's bonus languages (if any) from the lists found in each race's Racial Traits summary.

Literacy: Unless your character is a barbarian, he or she can read and write all the languages he or she speaks.

PSI-LIKE ABILITIES

Many of the races described in this chapter have psi-like abilities, which function much like spell-like abilities. For an explanation of how psi-like abilities work, see page 65.

DROMITES

Dromites might be mistaken for halflings at a distance, due to their diminutive stature. However, closer scrutiny reveals dromites to have hardened, chitin-encrusted skin, compound eyes like those of an insect, and two small antennae protruding from their brows. Called "bug-men" by the ignorant, dromites share far more traits with humans than they do with insects. One major difference between dromites and most other races is their androgynous physiology. Aside from their Grand Queen (female) and their Elected Consort (male), dromites are genderless and possess no sexual characteristics.

Personality: Dromites vary in their temperament, but each usually exhibits one of four personality types, depending on the caste that dromite eventually joins. Those of the Fire Caste are often quick to anger, but also quick to laugh and forgive. Those of the Ice Caste are analytical, slow to make decisions, but often right. Those of the Voice Caste are consummate artists, reveling in all types of performance, especially song. Those of the Glimmer Caste always move at high speed, rarely resting in their pursuit of life's tasks. Each caste identifies with the energy type associated with its creed: fire, cold, sonic, and electricity, respectively.

The four major castes are important to dromites, but are not the race's only form of social organization. Despite being a sexless society, dromites form close emotional bonds with others of their race, especially within the confines of self-selected groups known as life bonds. These relationships are similar to what other races refer to as marriages, but a life bond usually contains more than two members. As older members of a life bond die, new members are brought in, so a life bond persists long after the original members are no longer a part of it. A single life bond may contain members of several castes.

Physical Description: Dromites stand about 3 feet tall. They are essentially humanoid in appearance, if a bit thin. Their chitinous skin provides dromites with some protection against injury. Dromites have no body hair; where a humanoid might possess a head of hair, a dromite has a thin coating of convoluted chitin that smoothly rises from its skin and extends down the back of its head, neck, and the rest of its body. Dromites are not fully covered in chitin, but it is noticeable on their shoulders, torsos, the backs of their hands, and other vulnerable spots (including their heads).

A dromite's eyes are striking—sparkling, almost luminescent orbs, subdivided into hundreds of tiny cells. Two small antennae sprout from its head; they move in accordance with the creature's actions or moods. They wear heavy boots and

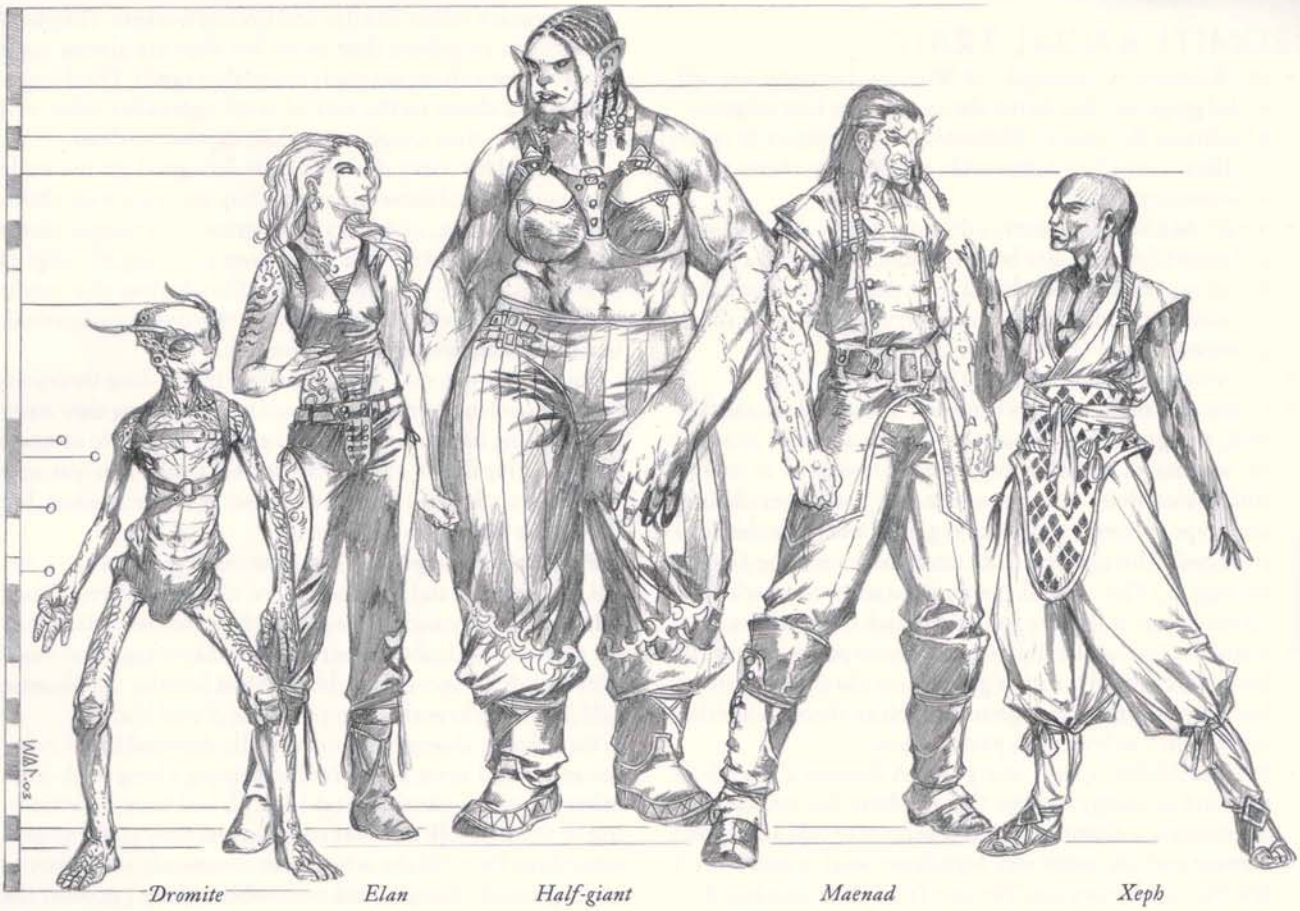
THE PSIONIC ELF

In some campaigns, you may want to create variations on the common races (those described in the *Player's Handbook*) that are specifically known for their psionic talent. For example, most elves are known for their skill with magic—but in your game, perhaps the Illaeli elves of the Thurek Forest eschew arcane studies and instead concentrate on the power of the mind.

To create a race that is simply "the psionic elf" or "the psionic dwarf," all you need do is change out the favored class and substitute an appropriate class from this book. For example, the Stonefire dwarves might be renowned wilders, so dwarves of this clan have wilder as a favored class rather than fighter. Not all Stonefire dwarves will be wielders of powers, but many will have a level or two in wilder.

The duergar, githyanki, githzerai, and thri-kreen have nonpsionic favored classes, but those races could easily be reassigned psionic favored classes as given in the table below.

Race	Existing Favored Class	Variant Favored Class
Duergar	Fighter	Psychic warrior
Githyanki	Fighter	Psion
Githzerai	Monk	Wilder
Thri-kreen	Ranger	Soulknife



Illus. by W. Reynolds

light clothing, sometimes nothing more than a sturdy harness for holding and carrying gear.

Relations: Dromites are accepting of other races, though other races sometimes find them a bit too exotic (giving rise to the derogatory term "bug-man"). Half-orcs and humans seem the most prone to using the name, apparently acting out of some inner fear of or prejudice against insects—despite the dromites' nearly humanoid appearance.

Alignment: Dromites tend toward no particular alignment, not even neutral. The best and the worst are found among them.

Dromite Lands: Dromite city-hives can be found under any land, but are usually secret and have only a few openings to the surface or to some other subterranean location. Since dromites are naturally psionic and adherents of the psionic arts (especially psychokinesis), some city-hives have no physical outlets to the surface or surrounding subterranean tunnels—dromites use permanent psionic portals and psionic powers to get into and out of these most secure city-hives.

Despite the location of their hidden cities, dromites have no particular desire to remain underground, and in fact seem driven to spend at least some time on the surface. Thus, some dromites may be found living temporarily or permanently in a humanoid community—if it is one that accepts a variety of races.

Each dromite city-hive contains at least one Grand Queen with female characteristics, and one Elected Consort with male characteristics. Both queen and consort are elected on a yearly basis from a pool of the most prominent city-hive residents. After participating in a special communal ceremony, they take on titular leadership roles and assume their gender characteristics. Their most important responsibility is to provide a year's worth of dromite eggs, which hatch in well-guarded nurseries located in the city-hive's core. From the eggs come dromite infants, which look more or less like most humanoid infants (except that they have antennae).

Religion: Dromites hold their Grand Queen and Elected Consort in highest regard, almost as if deities. Because the Grand Queen and Elected Consort are almost completely occupied by their responsibility to keep the race populous, they rarely make pronouncements as a true leader would—but when they do have something to say about a topic, everyone listens.

Language: Dromites speak Common. Some learn Terran, which allows them to better communicate with other creatures of the subterranean world.

Names: Dromites, when born, are chosen from the nurseries by adult dromites who have entered life bonds. The adopted dromite is named by its new "parents" according to the traditions of the life bond. Thus, dromites have a first name and a life bond family name.

First Names: Demisse, Elimu, Fela, Gebre, Idi, Idrissa, Kato, Matunda, Obi, Sefu, Vita, Xolu.

Life Bond Family Names: Adanech, Dedanech, Fanech, Gyalech, Marimech, Massawech, Nikech, Ulech.

Adventurers: Dromites who are curious about life beyond the city-hive have little trouble securing permission to venture forth and seek their fortunes. Unless a city-hive is actively expanding its borders, an excess of population leads to cramped quarters. Thus, even the less than willing are sometimes pushed out into the world, on a mission not of their choosing.

DROMITE RACIAL TRAITS

- +2 Charisma, –2 Strength, –2 Wisdom: Dromites are self-willed go-getters, but do not always show the best judgment.
- Monstrous Humanoid: Dromites are not subject to spells or effects that affect humanoids only, such as *charm person* or *dominate person*.
- Small: As a Small creature, a dromite gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but it uses smaller weapons than humans use, and its lifting and carrying limits are three-quarters of those of a Medium character.
- Dromite base land speed is 20 feet.
- Chitin: A dromite's skin is hardened, almost like an exoskeleton, and grants the character a +3 natural armor bonus to AC and one of the following kinds of resistance to energy: cold 5, electricity 5, fire 5, or sonic 5. The player chooses what type of energy resistance is gained when the character is created. (This choice also dictates which caste the dromite belongs to.) This natural energy resistance stacks with any future energy resistance gained through other effects.
- Naturally Psionic: Dromites gain 1 bonus power point at 1st level. This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class.
- Psi-Like Ability: 1/day—*energy ray*. A dromite always deals the kind of energy damage that its chitin has resistance to (for example, a dromite who has resistance to cold 5 deals cold damage with its *energy ray*). Manifester level is equal to 1/2 Hit Dice (minimum 1st). The save DC is Charisma-based.
- Scent: Its antennae give a dromite the scent ability. A dromite can detect opponents by scent within 30 feet. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

  When a dromite detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The dromite can take a move action to note the direction of the scent. Whenever the dromite comes within 5 feet of the source, the dromite pinpoints the source's location.
- Blind-Fight: Its antennae also give a dromite Blind-Fight as a bonus feat.
- Compound Eyes: This feature of its anatomy gives a dromite a +2 racial bonus on Spot checks.
- Automatic Languages: Common. Bonus Languages: Dwarven, Gnome, Goblin, Terran.
- Favored Class: Wilder.
- Level Adjustment: +1.

DUERGAR

The duergar, or gray dwarves, are grim folk who lead lives of neverending toil in great underground foundry-cities. The typical duergar realm is every bit as powerful, cruel, and wealthy as a great city of the drow. Duergar cities exist only for the manufacture of wealth through unending labor. Duergar are the preeminent smiths and traders of the Underdark, and duergar caravans travel vast distances deep beneath the surface.

Duergar are sullen, insular, and tireless workers. They tend to be better neighbors than drow, but they are always eager to acquire new slaves to supply their labor needs. The duergar don't waste slaves in the sort of cruel spectacles other evil races enjoy—they simply work their captives to death.

Personality: Gray dwarves have few good points aside from courage and determination. They are avaricious, short-tempered, sullen, violent, and ungrateful. Duergar nurse grudges for a lifetime and never stop counting the slights (real or imagined) they've received. They believe that might makes right, and they have no pity for those who are too weak to defend their property or themselves.

On the positive side, duergar believe in minding their own business (so long as other folks don't have anything they want) and working hard to excel at their chosen crafts. No obstacle daunts a gray dwarf who has settled on a goal. Duergar may not have much loyalty to anyone other than themselves, but they never leave a job half done.

Physical Description: Gray dwarves stand 4 to 4-1/2 feet tall, but are lean and hard compared to other dwarves. Their skin is a dull gray, and their eyes are black and cold. Male duergar don't have hair above their ears, but they often boast short, wiry beards of iron-gray or black. Most females are likewise bald, but some have short-cropped hair of dull black.

Relations: Duergar are universally disliked by all other societies, and even have trouble getting along with each other. They are churlish and hateful, and they have nothing to do with folk of other races unless they stand to gain something by it. Of the other races commonly encountered underground, duergar find svirfneblin (deep gnomes) the least irritating, since the gnomes are also outstanding artisans who value hard work.

Duergar can't stand drow (dark elves), sensing condescension and mockery behind the elves' courtesy. Duergar absolutely loathe other kinds of dwarves as well as mind flayers because, according to duergar legends, thousands of years ago the rest of dwarfkind abandoned the gray dwarves to thralldom and misery under mind flayer rule.

Alignment: Gray dwarves are generally evil, placing little value on the lives and property of others. They are consumed by envy for those better off than they, and have not a trace of pity for those not as fortunate. A fair number of duergar simply want nothing more than to be left alone, and so they lean toward hardhearted neutrality. Few gray dwarves are good-aligned.

Religion: The patron deity of the gray dwarves is Laduguer, a joyless deity of toil. Duergar spend little time or effort on any sort of religious observances, feeling that the best way to venerate their grim god is to work.

Language: Gray dwarves speak Dwarven and Undercommon.

Names: A duergar's clan name is often based on his or her chosen profession. Clan names can change over time as clans take up different occupations or win honors in battle.

Male Names: Bruthwol, Horgar, Ivar, Murgol, Thangardt.

Female Names: Brilmara, Dorthis, Olga, Ulara, Weltha.

Clan Names: Coalhewer, Firehand, Goldcrown, Hammerhead, Ironthew, Steelshadow.

Adventurers: Few gray dwarves have any time for nonsense, which is how they view adventuring. However, individuals with no stomach for a life of unceasing toil occasionally appear in duergar society, and these rare gray dwarves often find it expedient to strike out on their own before their fellows decide that they're not pulling their weight. Other gray dwarf adventurers are exiles or fugitives, driven out of their home cities by the vicious feuds that arise between rival clans.

DUERGAR RACIAL TRAITS

- +2 Constitution, –4 Charisma: Duergar are hardy but sullen and mean-spirited.
- Medium: As Medium creatures, duergar have no special bonuses or penalties due to their size.
- Duergar base land speed is 20 feet. However, gray dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
- Darkvision out to 120 feet.
- Immunity to paralysis, phantasms, and poison.
- +2 racial bonus on saves against spells and spell-like effects.
- Stability: Duergar are exceptionally stable on their feet. A duergar receives a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding or otherwise not standing firmly on the ground).
- Stonecunning: This ability grants a duergar a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework, traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A gray dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a duergar can use the Search skill to find stonework traps as a rogue can. A duergar can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up. Duergar have a sixth sense about stonework, an innate ability that they get plenty of opportunity to practice and hone in their underground homes.
- Psi-Like Abilities: 1/day—*expansion*, *invisibility*. These abilities affect only the duergar and whatever he carries. Manifester level is equal to Hit Dice (minimum 3rd).
- Naturally Psionic: Duergar gain 3 bonus power points at 1st level. This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class.
- +1 racial bonus on attack rolls against orcs (including half-orcs) and goblinoids (including goblins, hobgoblins, and bugbears).
- +4 dodge bonus to Armor Class against creatures of the giant type (such as ogres, trolls, and hill giants).
- Light Sensitivity (Ex): Duergar are dazzled in sunlight or within the radius of a *daylight* spell.
- Duergar have a +4 racial bonus on Move Silently checks and a +1 racial bonus on Listen and Spot checks. They have a +2 racial bonus on Appraise and Craft checks that are related to stone or metal.
- Automatic Languages: Common, Dwarven, Undercommon. Bonus Languages: Draconic, Giant, Goblin, Orc, Terran.
- Favored Class: Fighter.
- Level Adjustment: +1.

ELANS

Elans are not born; they are made. Living humans are selected from a pool of applicants and screened by a special elan council. Those who pass muster undergo a secret psionic process in one of several hidden elan enclaves, where they abandon their humanity for a new, psionically energized existence. Thus, elans do not reproduce biologically, but rather psionically, through a mysterious psionic ritual known only to elans. Even then, their "children" are usually already fully formed adult humans. Nonhuman elans are never created, and it could be that the ritual simply doesn't work for any creatures but those who were originally human.

When those who are still human seek the transformation to elans, they must petition existing elans for the privilege of going through the process. Elans are a secret lot in this regard, and do not publicly reveal their enclaves or places of making; the elans select new aspirants and turn away those they feel are unsuited for life as an elan. Newly created elans retain the basic memories and personalities of their previous human lives, but lose all their previous class levels, skills, and other characteristics; a newly created elan is a 1st-level character, free to reinvent himself as a member of his new race.

Personality: Elans are nearly as adaptable, flexible, and ambitious as the humans from which they are made. Because their exceedingly long life spans sometimes lead the living to think the worst of them, elans practice a certain restraint, especially with regard to the subject of their origin. Otherwise, their personalities vary widely.

Physical Description: Elans typically stand just under 6 feet tall and weigh around 180 pounds, with males generally taller and heavier than females. Because the council members who make the selection of aspirants have their own preferences, elans of a certain "generation" often share certain physical characteristics. The current council members favor aspirants with pale skin, red hair, and a youthful quality. Overall, elans vary in looks as widely as humans do. An elan dresses in a style typical of the area in which she lives (to all the better pass herself off as human), including the adoption of unusual hairstyles, fanciful clothes, tattoos, body piercing, and the like.

Elans have effectively unlimited life spans. As long as they are not destroyed, their mental arts could conceivably continually energize and rebuild their bodies for a thousand years or more.

Elans do not sleep as members of most other races do. Instead, an elan meditates in a deep trance for 4 hours a day. An elan resting in this fashion gains the same benefit that a human does from 8 hours of sleep. While in this trance, an elan concentrates on suffusing her body with psionic energy, healing the hurts of the day, and restoring animation and resiliency to her tissues.

Relations: Elans mix with members of other races, especially humans. It is probable that their relations would undergo a shift should their true nature become widely known, so one of the essential tenets of elan existence is secrecy.

Alignment: Elans tend toward no particular alignment, not even neutral. The best and the worst are found among them.

Elan Lands: Wherever humans are found, there too are elans.

Religion: Elans are less likely to worship a deity than members of other races, since they feel that any grace or continued existence they might hope for depends on their own efforts and the continual mastery of their inborn psionic talent.

Language: Elans speak Common. They typically learn other languages, including obscure ones, and they are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Halfling culinary terms, Elven musical expressions, Dwarven military phrases, and so on.

Names: Elan names vary greatly, and an elan's name is often simply the human name she possessed before entering into her new existence. This is particularly true when an elan wishes to pick up her old life where it left off. Others view their second chance at existence as an opportunity to start anew, and they pick new names.

Titles, though they are used only among themselves, are important to elans. Freshly transformed elans have the title of Newmade; those who have lived at least a few decades after transformation have the title of Made; and those over a century old have the title of Eternal. Those who belong to the council that chooses new elans have the title of Culler.

Adventurers: Elan adventurers are akin to humans in their daring and ambition. Because many effects that hurt humans leave elans unscathed, elans sometimes seem extraordinarily brave to those who don't know their true natures.

ELAN RACIAL TRAITS

- –2 Charisma: Elans, despite their attempts to blend into the human population, continue to come off as just a little unusual.
- Aberration: Elans are not subject to spells or effects that affect humanoids only, such as *charm person* or *dominate person*.
- Medium: As Medium creatures, elans have no special bonuses or penalties due to their size.
- Elan base land speed is 30 feet.
- Elans (unlike most aberrations) do not have darkvision.
- Naturally Psionic: Elans gain 2 bonus power points at 1st level. This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class.
- Resistance (Su): Elans can use psionic energy to increase their resistance to various forms of attack. As an immediate action, an elan can spend 1 power point to gain a +4 racial bonus on saving throws until the beginning of her next action. (For a definition of immediate action, see page 59.)
- Resilience (Su): When an elan takes damage, she can spend power points to reduce its severity. As an immediate action, she can reduce the damage she is about to take by 2 hit points for every 1 power point she spends. (For a definition of immediate action, see page 59.)
- Repletion (Su): An elan can sustain her body without need of food or water. If she spends 1 power point, an elan does not need to eat or drink for 24 hours.
- Automatic Language: Common. Bonus Languages: Any (other than secret languages, such as Druidic). Elans' past lives expose them to wide ranges of language.
- Favored Class: Psion.
- Level Adjustment: +0.

GITHYANKI

Githyanki are an ancient race of martial humanoids residing on the Astral Plane. From their astral citadels, they launch countless raids against unfortunate Material Plane lands, carrying off booty and slaves to serve them in their extraplanar castles. Widely known as planar travelers and marauders, githyanki venture to all corners of the multiverse in search of power and wealth.

Personality: Most githyanki are cruel, rapacious marauders who revel in warfare and conquest. They are extraordinarily arrogant, and view other humanoids native to the Material Plane with nothing less than utter contempt. Even the most open-minded githyanki is smugly convinced of his own ability to handle any kind of trouble that might arise on whatever backwater plane he happens to be traveling through, and many are bitingly sarcastic and rude to those they perceive as their inferiors.

While others may find them caustic and condescending, githyanki are often ambitious, clever, and uncomplaining in adversity—qualities that make them well suited to the vicissitudes of the adventurer's life. They are not particularly loyal allies and make few friends, but they are fearsome and tireless foes who don't know when to quit.

Physical Description: Githyanki are tall, gaunt humanoids averaging a little over 6 feet tall and typically weighing around 170 pounds. They have rough, yellow skin and russet hair, which they often pull back into a pair of topknots. Their noses are almost flat, their eyes have a sinister gleam, and their ears are sharply pointed. Githyanki favor ornate and complex clothing and weapons.

Relations: Most githyanki regard Material Plane denizens as ignorant bumpkins at best—or, at worst, slaves that haven't been captured yet. A few githyanki rise above these conceits and come to value the skills and knowledge of those they encounter in their travels—but these individuals are uncommon, to say the least.

Regardless of what they think of Material Plane inhabitants, githyanki burn with hatred for the ancient enemies of their race—the mind flayers, who once enslaved them, and the githzerai, who betrayed the teachings of the great leader Gith (as the githyanki see it). No githyanki will pass up a chance to work harm against either of these foes. In the presence of both, they are inclined to first join with the githzerai to dispose of the mind flayers, and then turn on their alienated kinfolk once the illithids are no more.

Alignment: Most githyanki are ambitious, cruel, self-centered, and violent. They favor evil alignments, particularly neutral evil and chaotic evil. Those who have decided to turn their backs on their native society are neutral or chaotic neutral. Very few githyanki are lawful or good.

Githyanki Lands: Githyanki are natives of the Astral Plane. They live in great drifting citadels and trade outposts clinging to odd bits of astral matter, like rocky islands in a silver sea. Githyanki must use *psionic plane shift* or similar dimension-crossing effects to come to the Material Plane (it is assumed that any githyanki player character has already done so at the beginning of his career).

Religion: Githyanki have little use for deities, but all must pay homage to the terrible lich-queen who rules their race. The lich-queen is not a deity and grants no spells to her followers, but she jealously destroys any githyanki who openly venerates a god. A few githyanki clerics exist, worshiping deities who reward ambition and power, but they must conceal their practices while among their fellows.

Language: Githyanki speak Gith, a language they share with the githzerai. They also speak Common.

Names: A githyanki's primary allegiance is to his clan, so his clan name is usually given first when addressing strangers. A githyanki also has an individual name, to which he does not attach much importance.

Clan Names: Druustya, Fiden-sither, Githom-vaas, Totherka, Saamasal, Zuriith-movya.

Male Names: Baarya, Duuth, Fiden, Flomm, Kastya, Klavya, Saath, Zith, Zomm.

Female Names: Amith, Efromm, Ifrith, Iliss, Olavya, Ummon, Usamm, Ysviden.

Adventurers: The githyanki respect power, and for many of them the path to power lies in the pursuit of magical and psionic abilities, wealth, and knowledge. Many githyanki strike out on their own to comb the planes for the power they need to gain station and prestige among their own kind. More rarely, githyanki who become disenchanted with their race's cruelty and callousness choose to leave and make their own way in the world. In a remote corner of the Material Plane, a githyanki expatriate might be simply an odd-looking traveler judged by his own deeds or misdeeds, not the depredations of his malicious kind.

GITHYANKI RACIAL TRAITS

- +2 Dexterity, +2 Constitution, –2 Wisdom: Agile and hardy, githyanki tend to be impatient and overconfident.
- Medium: As Medium creatures, githyanki have no special bonuses or penalties due to their size.
- Githyanki base land speed is 30 feet.
- Darkvision out to 60 feet.
- Naturally Psionic: Githyanki gain 3 bonus power points at 1st level. This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class.
- Psi-Like Abilities: As a githyanki advances in level, he gains psi-like abilities as indicated on the table below. The benefits are cumulative. Manifester level is equal to 1/2 Hit Dice (minimum 1st). The save DCs are Charisma-based.

Level	Psi-Like Abilities
1st	3/day—*far hand, psionic daze*
3rd	3/day—*concealing amorpha*
6th	3/day—*psionic dimension door*
9th	3/day—*telekinetic thrust;* 1/day—*psionic plane shift*

- Power Resistance (Ex): A githyanki has power resistance equal to his Hit Dice +5.
- Automatic Languages: Common, Gith. Bonus Languages: Abyssal, Celestial, Draconic, Infernal, Undercommon.
- Favored Class: Fighter.
- Level Adjustment: +2.

GITHZERAI

Thousands of years ago, the githyanki and the githzerai comprised a single humanoid race held in thrall by the dreaded mind flayers. After the mythic hero Gith led the race to freedom from their illithid masters, the ancient gith divided into the two rival races they have been ever since. While the githyanki pursued a path of cruel aggression, martial power, and arcane might, the githzerai turned their attention to the mysteries of the inner self and became a race of ascetics who harness the power of the mind and the spirit. They travel far and wide across the planes, opposing the sinister plots of both mind flayers and their own githyanki kin.

Personality: Githzerai rarely use two words when one will do. They tend to be cynical and suspicious, and they generally expect the worst in people. Githzerai don't waste time on fools, and are rarely moved to help those unprepared to help themselves. They are pragmatic to a fault, slow to give trust, and cautious in their dealings with others.

Many githzerai disdain creature comforts and live their lives in ascetic discipline. Their settlements and strongholds resemble monasteries more than villages.

Physical Description: Githzerai closely resemble githyanki. Like their kin, they are tall, gaunt humanoids averaging a little over 6 feet tall and typically weighing around 160 pounds. They have rough, yellow skin and russet hair, although they habitually shave their heads. Their noses are almost flat, their eyes are dull yellow or gray, and their ears are pointed. Githzerai favor drab robes and avoid ostentatious dress.

Relations: Unlike githyanki, githzerai are not particularly contemptuous of Material Plane races and rarely trouble Material Plane inhabitants. They simply view Material Plane folk as irrelevant and don't waste much time on them. Those Material Plane natives who demonstrate discipline, resolve, and an understanding of the planes are given the respect their abilities merit.

While githzerai are usually calm and disciplined in their conduct, they feel nothing but cold, purposeful hatred for githyanki and mind flayers. They also have a bitter rivalry with the slaadi; despite that, the two races cooperate sometimes when faced with a common danger.

Alignment: Githzerai tend to be pragmatic and self-serving, but they are not malicious and do not look to get ahead at the expense of others. Most are neutral with respect to good or evil.

Githzerai Lands: Githzerai are native to the plane of Limbo, where they dwell in drifting cities and monasteries amid the swirling protomatter. Like githyanki, they must use *psionic plane shift* or similar dimension-crossing effects to come to the Material Plane (it is assumed that any githzerai player character has already done so at the beginning of his career).

Religion: Githzerai are not particularly religious and rarely venerate any deity. Instead, they seek enlightenment within their own minds. They revere the immortal wizard-king of their race, but they do not worship him and do not gain divine spells from their reverence.

Language: Githzerai speak Gith, a language they share with the githyanki. They also speak Common.

Names: Githzerai do not place much importance on family or clan, preferring to organize their society by merit. They have developed a wealth of traditional titles and ranks that are awarded to individuals as they become warranted, and they refer to one another by simple names in daily life.

Titles: Zerth, Ur-zerth, Fell Hand, Master of Elements, Planewalker, Swordthane, Spellthane, Rrathmal, Storvakal.

Male: Dak, Duurth, Ferzth, Greth, Hurm, Kalla, Muurg, Nurm, Shrakk.

Female: Adaka, Adeya, Ella, Ezhelya, Immilzin, Izera, Uweya.

Adventurers: Githzerai are self-sufficient and form few attachments to home or family. As a result, many are noted wanderers who need little reason to set off on journeys across the planes. To a githzerai, the physical journey is a metaphor for the inner one, and many adventurers are content to pass year after year in remote Material Plane lands.

GITHZERAI RACIAL TRAITS

- +6 Dexterity, +2 Wisdom, –2 Intelligence: Githzerai are incredibly quick and agile, and they trust intuition more than logic.
- Medium: As Medium creatures, githzerai have no special bonuses or penalties due to their size.
- Githzerai base land speed is 30 feet.
- Darkvision out to 60 feet.
- Naturally Psionic: Githzerai gain 2 bonus power points at 1st level. This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class.
- Psi-Like Abilities: 3/day—*inertial armor, psionic daze, catfall, concussion*. Githzerai of 11th level also gain *plane shift* 1/day. Manifester level is equal to 1/2 Hit Dice (minimum 1st). The save DCs are Charisma-based.
- Power Resistance (Ex): A githzerai has power resistance equal to her Hit Dice +5.
- Automatic Languages: Common, Gith. Bonus Languages: Abyssal, Celestial, Draconic, Slaad, Undercommon.
- Favored Class: Monk.
- Level Adjustment: +2.

HALF-GIANTS

Half-giants are a cross between humans and giants, bred into existence in a desert land by cruel sorcerer-kings intending to use them as warriors and laborers. Every half-giant who was born and survived early childhood could look forward to nothing but a life of suffering, as with any people kept in bondage. Some half-giants found that their forced breeding had engendered within them a spark of psionic power. With the aid of this secret power, many half-giants escaped their circumstances to seek a new home deep in the desert, where they are free to discover their own destiny.

Personality: Half-giants, for the most part, retain human sensibilities. They are curious, interested in cooperation and communication, and have a general tendency toward kindness. (Of course, there are exceptions.) They are quick to pick up the morals, customs, and habits of the areas in which they settle down.

Physical Description: Half-giants typically stand from 7 feet to nearly 8 feet tall, and weigh from 250 to 400 pounds, with men noticeably taller and heavier than women. Most half-giants have tightly braided black hair and deep coppery complexions. Half-giants often prefer grandiose dress when they can afford it, sporting fanciful or intimidating clothing.

Relations: Most other humanoids are put off by half-giants due to their abnormally large size. In fact, many are first taken for young (if strangely well-groomed) hill giants. Upon getting past their initial trepidation, however, most other humanoids find half-giants of good alignment to be outgoing, kind creatures.

Alignment: Most half-giants are good-aligned, but all alignments can be found within their ranks.

Half-Giant Lands: Half-giants recently settled in the deepest part of the hot deserts to the south. Of the land they came from, half-giants speak little, other than to say that where they live is similar to where they once toiled.

Religion: Half-giants, as a rule, have a particular disdain for religion, sometimes going out of their way to speak badly of a deity. It's not that they don't believe in deities, but that they don't believe that a deity always has the best interests of its worshipers at heart. Individual half-giants have enough courtesy and sensibility to keep their observations to themselves when in the company of a good companion with pious inclinations. A few half-giants even take up the cloth themselves.

Language: Half-giants speak Common. Those with higher than average intelligence often learn Giant.

Names: Half-giants have a childhood name and a given name, the latter usually bestowed by friends or by the community in which the half-giant originally grew up. Most half-giant names reflect some aspect of the desert land that the half-giants inhabit, though a few strange place names are also thrown in (apparently remembered from their former homes of long ago).

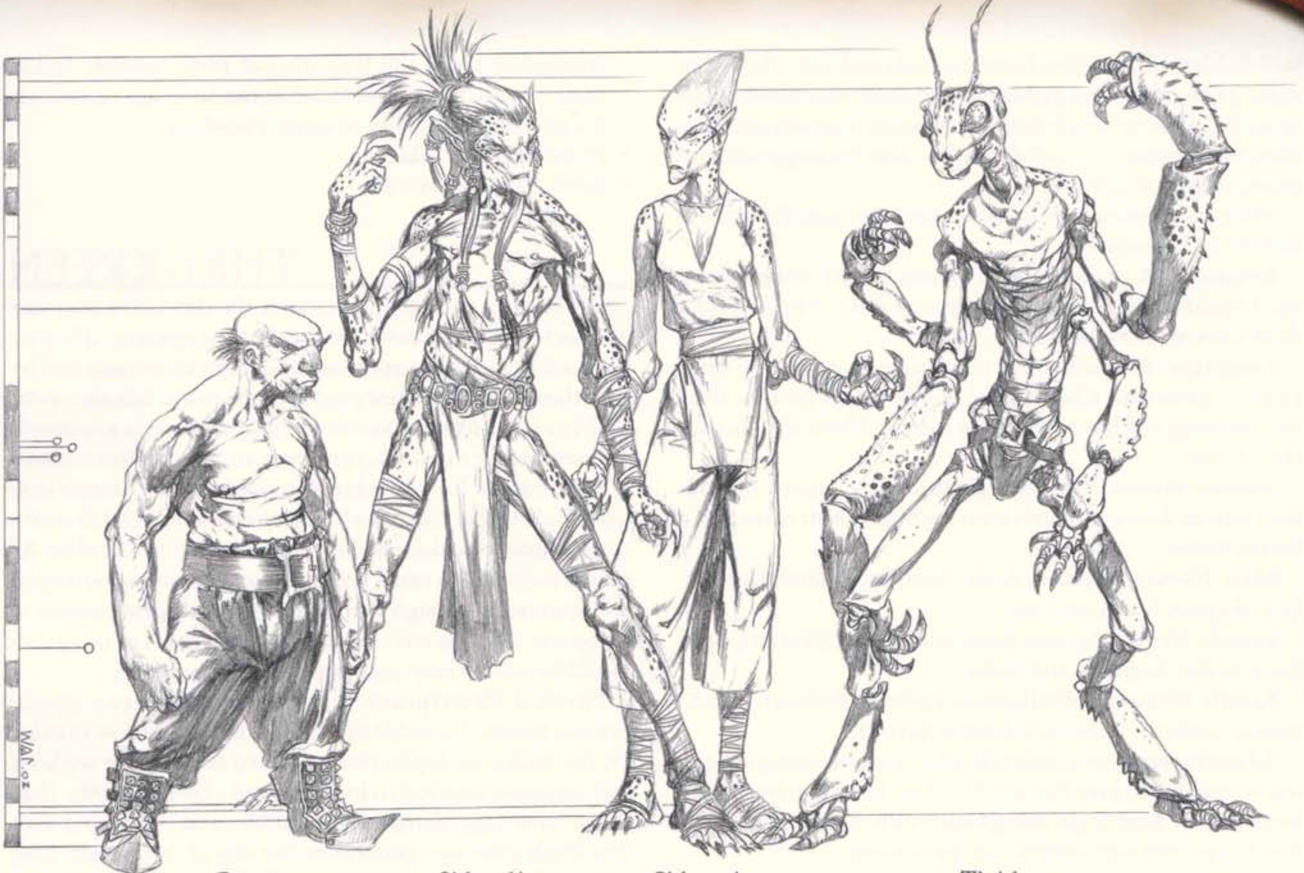
Male Given Names: Sandking, Dunewalker, Sunharrower, Drywell, Stormrider, Desertstrider, Saltwalker, Raam.

Female Given Names: Oasis, Sandrose, Breath, Goldflower, Sweetwater, Raincaller, Nibenay.

Adventurers: Half-giants have already traveled far to found their desert settlements. For some, wanderlust is a way of life, and seeking after glory, fortune, or even a life of high adventure is something any half-giant can understand and accept—though most of them are content to stay in their settlements and listen to the tales of faraway lands from those who have adventured there.

HALF-GIANT RACIAL TRAITS

- +2 Strength, +2 Constitution, –2 Dexterity: Half-giants are tough and strong, but not too nimble.
- Giant: Half-giants are not subject to spells or effects that affect humanoids only, such as *charm person* or *dominate person*.
- Medium: As Medium creatures, half-giants have no special bonuses or penalties due to their size.
- Half-giant base land speed is 30 feet.
- Low-Light Vision: A half-giant can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- Fire Acclimated: Half-giants have a +2 racial bonus on saving throws against all fire spells and effects. Half-giants are accustomed to enduring high temperatures.
- Powerful Build: The physical stature of half-giants lets them function in many ways as if they were one size category larger. Whenever a half-giant is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the half-giant is treated as one size larger if doing so is advantageous to him. A half-giant is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. A half-giant can use weapons designed for a creature one size larger without penalty. However, his space and reach remain



Duergar *Githyanki* *Githzerai* *Thri-kreen*

Illus. by W. Reynolds

those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

- Naturally Psionic: Half-giants gain 2 bonus power points at 1st level. This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class.
- Psi-Like Ability: 1/day—*stomp*. Manifester level is equal to 1/2 Hit Dice (minimum 1st). The save DC is Charisma-based.
- Automatic Language: Common. Bonus Languages: Draconic, Giant, Gnoll, Ignan.
- Favored Class: Psychic warrior.
- Level Adjustment: +1.

MAENADS

Maenads are a race rumored to be wildly emotional, but perceived as extremely reserved by those who encounter them. In fact, both rumor and perception are true: Maenads have developed strict self-control as a means of holding their intense emotional turmoil at bay. On the rare occasion when a maenad loses his control, a flood of emotion rises to the surface, often to be released in acts of stunning bravery or violence. Maenads have a strong martial bent, useful for venting the passions they keep bottled up.

Maenads know not the source of their spiritual anger, but legend has it that they were terribly wronged by a higher power in some distant time. Some tales suggest that the maenads were a race of bestial creatures who were able to contain their mad frenzy only after overthrowing their own deity.

Personality: Maenads seem discreet and calm, restrained and undemonstrative, unwilling to use a sentence when a word will do, and happier still with a gesture if words can be dispensed with altogether. To maintain a life in civilized lands and even (or especially) among themselves, maenads must practice a discipline of mental calm, lest the fury of their racial memories break forth.

Physical Description: Maenads are tall and wiry, standing over 6 feet tall and typically weighing around 200 pounds, with maenad males the same height as and only marginally heavier than maenad females. They wear the dark hair on their heads long and braided (and have no hair elsewhere on their bodies). Their skin is dusted with a peculiar sparkle, as of gem dust, giving them a striking luster in the right light. This sparkle is a natural component of their skin, which is flecked with bits of living crystal. Maenads possess grace and fine features, and are almost elven in their beauty. They prefer heavier clothing, and wear armor if it's available.

Relations: Maenads are most comfortable with humans, finding that race's various temperaments not too dissimilar to their own. They respect the dwarves' ability to hold a grudge. Maenads are particularly taken with elves; the elves' lightness of being is a balm to the maenad spirit. Maenads don't dislike halflings, gnomes, or xephs, but have a hard time understanding their capricious ways.

Alignment: Maenads know that self-control is their best path to a fulfilling life. Thus, they lean strongly toward law. Generally, they value and protect others' self-control as well as their own, and so are good-aligned more often than not.

Maenad Lands: For the most part, maenads live in coastal communities with populations less than three hundred. Their well-hidden villages blend into the cliffs and surf. They hunt some game inland but gather most of their nourishment out at sea in light, cunningly built boats. Some maenads use their boats for commerce up and down the coast, trading pearls and grown crystal sculptures.

Maenads encountered in human lands are usually warriors for hire or adventurers.

Religion: Maenads worship various minor deities of the sea. Obad-Hai, as he relates to the seas and oceans, is also a deity known to the maenads.

Language: Maenads speak a language governed by strict rules of grammar. Chants play an important part in their songmaking and literature. They use the Elven alphabet for their script.

Names: Maenad names are given and used much like human names. Every maenad has at least one given name and a family name.

Male Names: Alberik, Alrik, Basilius, Erland, Gunnar, Isak, Ragnor, Rurik, and Tor.

Female Names: Agaton, Annalina, Blenda, Eleonora, Gala, Lena, Malin, Ragnara, and Vedis.

Family Names: Coebelliantus, Hjalmar, Kolbjorn, Perchnosius, Torborn, Valborg, Valentin, Xaljorn.

Adventurers: Some maenads take up adventuring out of a desire to travel and see the world. Others become adventurers because they tend to get along easier with those less given to inner rage than with others like themselves.

MAENAD RACIAL TRAITS

- Medium: As Medium creatures, maenads have no special bonuses or penalties due to their size.
- Maenad base land speed is 30 feet.
- Naturally Psionic: Maenads gain 2 bonus power points at 1st level. This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class.
- Psi-Like Ability: 1/day—*energy ray.* A maenad can deal only sonic damage with this ability. It is accompanied by a tremendous scream of rage. Manifester level is equal to 1/2 Hit Dice (minimum 1st). The save DC is Charisma-based.
- Outburst (Ex): Once per day, for up to 4 rounds, a maenad can subjugate her mentality to gain a boost of raw physical power. When she does so, she takes a –2 penalty to Intelligence and Wisdom but gains a +2 bonus to Strength.
- Automatic Languages: Common, Maenad. Bonus Languages: Aquan, Draconic, Dwarven, Elven, Goblin. Maenads commonly know the languages of their enemies and of their friends, as well as Draconic, the language commonly found in ancient tomes of secret knowledge.
- Favored Class: Wilder.
- Level Adjustment: +0

THRI-KREEN

Fierce hunters and faultless trackers, the thri-kreen are a race of insect-folk sometimes known as "mantis warriors." They are inscrutable, alien creatures; those who do not know them well believe them to be bloodthirsty monsters. Nomadic folk who spend their brief lives roaming vast distances of the deserts, scrublands, and savannas of the south, thri-kreen are near-perfect hunters.

Personality: Each thri-kreen forms deep attachments with a handful of other individuals, regarding them as clutch-mates, companions to be defended with one's own life if need be. All others outside this small group of companions are strangers and enemies, although thri-kreen are intelligent enough to recognize that one traveling alone in the lands of other folk would be wise to keep such observations to oneself.

Physical Description: A thri-kreen resembles a bipedal praying mantis. Its body's exoskeleton is sandy yellow in color. Of the body's six limbs, the lower two are used for walking, and the upper four end in four-fingered, clawlike hands. Thri-kreen have large, dangerous mandibles and compound eyes. Two small antennae sprout from the tops of their heads. They wear little clothing beyond simple harnesses for carrying weapons and equipment.

Relations: Thri-kreen view themselves as noble hunters and judge other folk on the simple relationship of predator to prey. They respect barbarians, rangers, and others who live off the land and treat the land with care. On the other hand, savage and evil races such as gnolls and orcs despoil the lands that should be hunted with respect, and thus they earn the thri-kreen's enmity. The mantis warriors generally regard city folk and farmers of other races as not-hunters, and therefore not worth their attention (but also unworthy of their enmity).

Alignment: Thri-kreen have virtually no social structure other than the clutches they form with their closest allies. The notion of sophisticated rules for social behavior is foreign to them. They are almost always chaotic in alignment, and often neutral with respect to good and evil.

Thri-Kreen Lands: Thri-kreen like it hot. They favor warm, dry climates, especially arid grasslands and plains that most other folk consider uninhabitable. Since they are a nomadic

THRI-KREEN WEAPONS

Thri-kreen warriors have invented two exotic weapons that are unique to their race—the gythka and the chatkcha.

Gythka: This two-handed exotic melee weapon is a polearm with a blade at each end. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A thri-kreen can wield two gythkas at once as double weapons due to its four arms, but takes penalties as if its off-hand weapon were a one-handed weapon, not a light weapon.

Chatkcha: This exotic ranged weapon is a crystalline throwing wedge.

Weapon	Cost	Damage (M)	Critical	Range Inc.	Weight	Type
Gythka	60 gp	1d10*	×2	—	25 lb.	Slashing
Chatkcha	1 gp	1d6	18–20/×2	20 ft.	3 lb.	Piercing

*Double weapon, deals 1d10/1d10 damage.

race, they make no permanent settlements and travel light, carrying little more than tools and food from camp to camp.

Religion: Thri-kreen strongly favor a druidic tradition instead of the myriad deities of other races. Thri-kreen druids serve as the spiritual leaders of the race.

Language: Thri-kreen speak their own language, Thri-Kreen, which is composed of clicks, whistles, and snaps of their mandibles. Thri-kreen player characters also speak Common.

Names: Thri-kreen make no distinction between male and female names, and they do not use a surname.

Thri-Kreen Names: Chak-tha, Drik-chkit, Kacht-ta, Kat'chka, Pak'cha, Pik-ik-cha, Ptekwe, Tak-tha, Tik-tik.

Adventurers: Most thri-kreen adventurers are barbarians, rangers, or druids—characters who do well in the wide-open spaces favored by the race. On rare occasions, a thri-kreen hunter falls in with an adventuring party and bonds with its new companions, taking them as clutch-mates in place of its own kind.

THRI-KREEN RACIAL TRAITS

- +2 Strength, +4 Dexterity, –2 Intelligence, +2 Wisdom, –4 Charisma: Thri-kreen are strong and quick, but they think differently from most humanoids and have a hard time relating to folk of other races.
- Monstrous Humanoid: Thri-kreen are not subject to spells or effects that affect humanoids only, such as *charm person* or *dominate person*.
- Medium: As Medium creatures, thri-kreen have no special bonuses or penalties due to their size.
- Thri-kreen base land speed is 40 feet.
- Darkvision out to 60 feet.
- Immunity to magic *sleep* effects.
- +3 Natural Armor: A thri-kreen's exoskeleton is tough and resistant to blows.
- Multiple Limbs: Thri-kreen have four arms, and thus can take the Multiweapon Fighting feat (page 304 of the *Monster Manual*) instead of the Two-Weapon Fighting feat. Thri-kreen can also take the Multiattack feat. (These are not bonus feats.)
- Natural Attacks: Thri-kreen can attack with four claws and a bite. The claws deal 1d4 points of damage, and the bite is a secondary attack that also deals 1d4 points of damage. A thri-kreen can attack with a weapon (or multiple weapons) at its normal attack bonus, and make either a bite or claw attack as a secondary attack. For example, a thri-kreen ranger with the Multiweapon Fighting feat who is armed with three short swords could attack with all three swords at a –2 penalty (the normal penalty for fighting with multiple weapons while using light weapons in its off hands) and also make a bite attack at a –5 penalty.
- Poison (Ex): Bite, initial damage 1d6 Dex, secondary damage paralysis, DC 11 + Con modifier. A thri-kreen produces sufficient poison for only one poisonous bite per day.
- Leap (Ex): Thri-kreen are natural jumpers. They have a +30 racial bonus on Jump checks.
- Weapon Familiarity: Thri-kreen can treat gythkas and chatkchas (see the sidebar) as martial weapons rather than exotic weapons.
- Naturally Psionic: Thri-kreen gain 1 bonus power point at 1st level. This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class.
- Psi-Like Abilities: 3/day—*chameleon, know direction*; 1/day—*psionic displacement, metaphysical claw*. Manifester level is equal to 1/2 Hit Dice (minimum 1st). The save DCs are Charisma-based.
- Racial Hit Dice: A thri-kreen character begins with two levels of monstrous humanoid, which provide 2d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +0, Ref +3, and Will +3.
- Racial Skills: A thri-kreen's monstrous humanoid levels give him skill points equal to 5 × (2 + Int modifier). His class skills are Balance, Climb, Hide, Jump, Listen, and Spot.
- Thri-kreen have a +4 racial bonus on Hide checks in sandy or arid settings.
- Racial Feats: A thri-kreen character has Deflect Arrows as a bonus feat. In addition, his monstrous humanoid levels give him one feat.
- Automatic Languages: Common, Thri-Kreen. Bonus Languages: Elven, Giant, Gnoll, Goblin, Halfling.
- Favored Class: Ranger.
- Level Adjustment: +2.

XEPHS

Xephs are acknowledged for their skill in feats of agility, their uncontested ability at generating bursts of speed, their matchless knowledge of movement and distance, and their capacity for humor. Xephs are celebrated for the fabulous objects of subtle beauty they produce for trade. Their lands lie far to the east, contained within a great rift that hides a broad valley permanently plunged into darkness, except for several psionically illuminated forests. Despite the lack of sunlight in this environment, xephs thrive.

Personality: Xephs are quick to laugh or joke, welcoming of strangers, and especially charitable to those who really earn their confidence. If they are betrayed by a friend, xephs are dwarflike in their resolve to seek justice and redress. Xephs value artful sculpture, beautiful paintings, expensive clothing, and other art objects. They prefer to avoid a fight rather than wade in, but they are not timid if combat is their only recourse.

Physical Description: Xephs stand about 5-1/2 feet tall and are slender and graceful, usually weighing about 140 pounds. Males are typically taller and heavier than females. Xephs' skin is typically brown, and their eyes are dark. Their hair is usually black and straight; some wear it clipped short, while others shave their heads except for a topknot and weave that hair into a single long braid.

Relations: Xephs get along well with humans, half-elves, and halflings. They think that elves might be a little too good to be true, while they view half-orcs and half-giants with some suspicion. Xephs and maenads tend to rub each other the wrong way; xephs see maenads as too stiff (little realizing the reason why), while maenads envy xephs their free and easy attitude.

Alignment: Xephs tend toward good. Those who take up the soulknife class learn to be lawful, though on balance, the race is somewhat chaotic.

Xeph Lands: Xeph cities are found far to the east across wide-open savannas, then deep below the lip of a great rift, where darkness reigns. There they practice their arts and sing their songs under the boughs of a gloriously illuminated forest. Members of other races are welcome in the forest, though some ancient temples are off limits to those not of the blood. The wealth the xephs own is due in part to their artistic bent, and in part to their desire to travel far and wide to trade for the wealth and art of other cultures. Some prefer overland caravans, others seagoing ships.

Religion: The chief deity of the xephs is Fharlanghn, the Dweller on the Horizon. He is the deity of travel, roads, distance, and horizons, all of which are concepts that stir the xeph soul.

Language: Xephs speak their own language, which uses the same alphabet as Common. Some also learn Sylvan, the language of fellow wanderers.

Names: A xeph's name is granted to her by her parents on her fourth birthday. Most xeph names are used and reused down through the generations. Xephs who travel usually take the name of their city of birth as a second name, a reminder of where they originally began their journey through life.

Male Names: Assim, Bahram, Behrooze, Cyrus, Jamsheed, Ksathra, Majeed, Mehrdad, Nasim, Shatrevar, Xerxes.

Female Names: Amira, Azar, Cyra, Darya, Jaleh, Marjan, Narda, Shahin, Soraya, Zenda.

Second (City) Names: Asha, Dareh, Feroz, Kurush, Melchior, Saeed, Val.

Adventurers: A xeph adventurer is usually motivated merely by the thought of travel and exploration itself. A xeph may also be motivated by the desire to see new wonders, feats of might, psionics, or magic great enough to inspire the xeph to greater works of personal art.

XEPH RACIAL TRAITS

- +2 Dexterity, –2 Strength: Xephs are quick but not very strong.
- Medium: As Medium creatures, xephs have no special bonuses or penalties due to their size.
- Xeph base land speed is 30 feet.
- Darkvision out to 60 feet.
- +1 racial bonus on saving throws against powers, spells, and spell-like effects. Xephs have an innate resistance to psionics and magic.
- Naturally Psionic: Xephs gain 1 bonus power point at 1st level. This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class.
- Burst (Su): Three times per day, a xeph can put on a burst of speed to increase her speed by 10 feet, plus 10 feet per four character levels beyond 1st, to a maximum increase of 30 feet at 9th character level and higher. These bursts of speed are considered a competence bonus to the xeph's base speed. A burst of speed lasts 3 rounds.
- Automatic Languages: Common, Xeph. Bonus Languages: Draconic, Elven, Gnoll, Goblin, Halfling, Sylvan.
- Favored Class: Soulknife.

AGE, HEIGHT, AND WEIGHT

The details of your character's age, gender, height, weight, and appearance are up to you. However, if you prefer some rough guidelines in determining these details, refer to the tables below.

CHARACTER AGE

Your character's age is determined by your choice of race and class, as summed up on Table 1–2: Random Starting Ages.

Table 1–2: Random Starting Ages

Race	Adulthood	Barbarian Rogue Sorcerer Soulknife Wilder	Bard Fighter Paladin Ranger Psychic Warrior	Cleric Druid Monk Psion Wizard
Dromite	13 years	+1d4	+1d6	+2d6
Duergar	40 years	+3d6	+5d6	+7d6
Elan	20 years	+2d4	+2d6	+3d6
Githyanki	15 years	+1d4	+1d6	+2d6
Githzerai	15years	+1d4	+1d6	+2d6
Half-giant	30 years	+3d6	+2d6	+4d6
Maenad	40 years	+1d6	+4d6	+6d6
Thri-kreen	6 years	+1d4	+1d4	+1d4
Xeph	18 years	+1d4	+2d4	+2d6

As your character ages, her physical ability scores change, as described in the *Player's Handbook*.

Table 1–3: Aging Effects

Race	Middle Age[1]	Old[2]	Venerable[3]	Maximum Age
Dromite	30 years	55 years	75 years	+2d20 years
Duergar	125 years	188 years	250 years	+2d% years
Elan	200 years	400 years	1,000 years	+10d% years
Githyanki	35 years	50 years	70 years	+2d20 years
Githzerai	35 years	55 years	80 years	+2d20 years
Half-giant	60 years	80 years	120 years	+4d% years
Maenad	90 years	150 years	220 years	+2d% years
Thri-kreen	16 years	20 years	25 years	+1d4 years
Xeph	45 years	85 years	120 years	+2d20 years

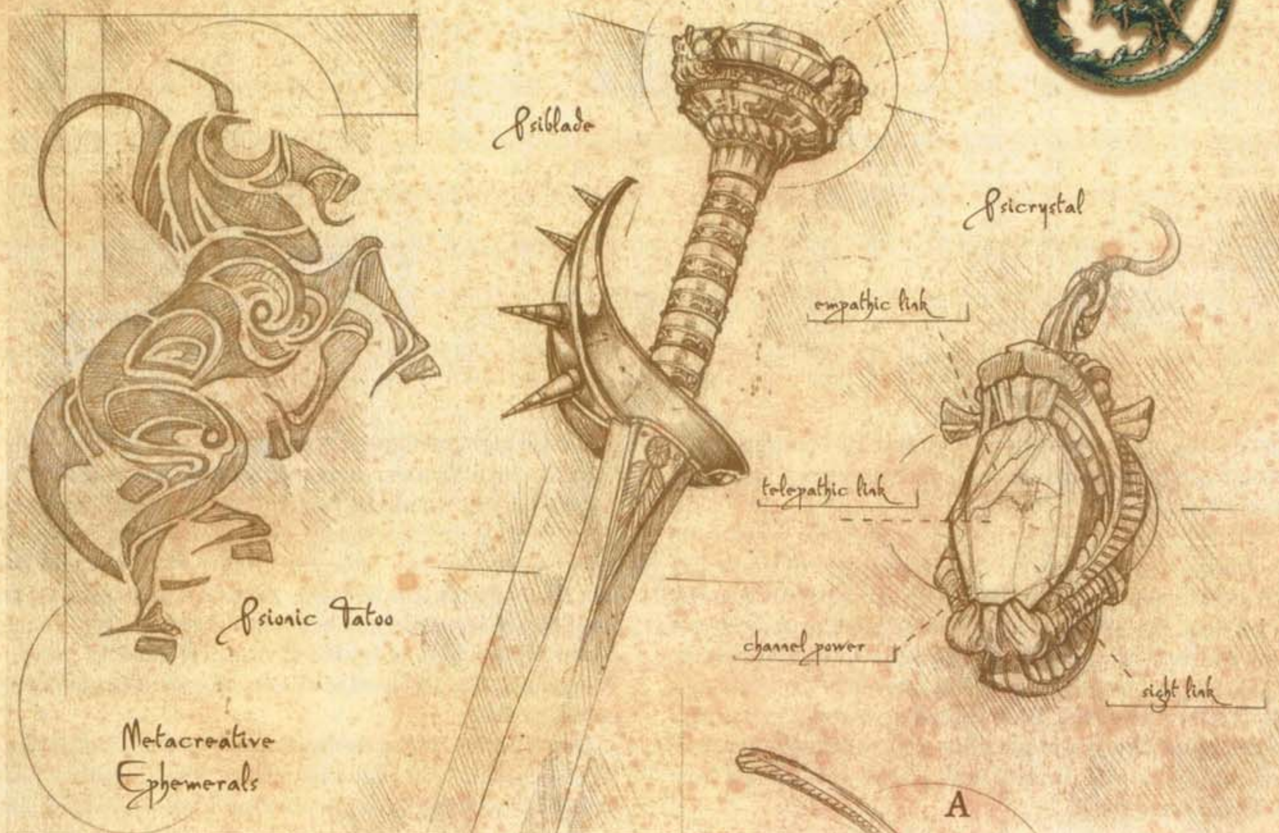
1 –1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
2 –2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
3 –3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

HEIGHT AND WEIGHT

Choose your character's height and weight from the ranges mentioned in the racial description, or roll randomly on Table 1–4: Random Height and Weight. The information given here supplements the information in Chapter 6 of the *Player's Handbook*.

Table 1–4: Random Height and Weight

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Dromite	2′ 8″	+2d4	30 lb.	× 1 lb.
Duergar, male	3′ 9″	+2d4	110 lb.	× (2d4) lb.
Duergar, female	3′ 7″	+2d4	80 lb.	× (2d4) lb.
Elan, male	4′ 10″	+2d10	120 lb.	× (2d4) lb.
Elan, female	4′ 5″	+2d10	85 lb.	× (2d4) lb.
Githyanki, male	5′ 3″	+2d10	120 lb.	× (2d4) lb.
Githyanki, female	5′ 2″	+2d10	85 lb.	× (2d4) lb.
Githzerai, male	5′ 2″	+2d10	110 lb.	× (2d4) lb.
Githzerai, female	5′ 1″	+2d10	80 lb.	× (2d4) lb.
Half-giant, male	6′ 4″	+2d12	220 lb.	× (2d6) lb.
Half-giant, female	6′ 1″	+2d12	180 lb.	× (2d6) lb.
Maenad, male	5′ 4″	+2d10	150 lb.	× (2d4) lb.
Maenad, female	5′ 3″	+2d10	120 lb.	× (2d4) lb.
Thri-kreen, male	5′ 2″	+2d10	135 lb.	× (2d6) lb.
Thri-kreen, female	4′ 6″	+2d10	100 lb.	× (2d6) lb.
Xeph, male	4′ 8″	+2d10	100 lb.	× (2d4) lb.
Xeph, female	4′ 4″	+2d10	75 lb.	× (2d4) lb.



Illus. by A. Swekel

Every sentient creature produces psychic energy that generates consciousness. This psychic energy has many facets: Intelligence, Wisdom, and Charisma are direct elements of consciousness, but Strength, Dexterity, and Constitution also contribute. Each element of consciousness is like a color split out of pure white light.

Psionic characters tap the power of the mind and body. The psionic character classes embrace the total energy of consciousness directly, utilizing this inner reservoir of power to effect change in the real world. The thoughts and dreams of normal beings churn impotently within the gray confines of their minds, but a psionic character's mental desires are made manifest.

THE CLASSES

The four psionic classes, in the order they're presented in this chapter, are as follows.

Psion: A seeker after psionic secrets; a master of the mind and the thoughts of others.

Psychic Warrior: A warrior who combines combat skill with psionic powers.

Soulknife: A warrior who fights with an idealized blade of personal mental energy.

Wilder: A passionate, reckless talent who wields uncontrolled psionic power.

THE POWER POINT RESERVE

Psionic characters fuel their abilities through a pool, or reserve, of power points. Your power point reserve is equal to your base power points gained from your class, bonus power points from a high key ability score (see Abilities and Manifesters, below), and any additional bonus power points from sources such as your character race and feat selections. For instance, a 5th-level psion gains 25 power points from his psion level (see Table 2–3). If that character has an Intelligence score of 17, he gains 7 bonus power points (see Table 2–1) for a total reserve of 32. His reserve might be even higher if his race or feats give him additional bonus power points.

Multiclass Psionic Characters

If you have levels in more than one psionic class, you combine your power points from each class to make up your reserve. You can use these power points to manifest powers from any psionic class you have. For example, a 5th-level psion/5th-level psychic warrior has 20 power points from her psion levels (plus any bonus points for a high Intelligence score) and 7 power points from her psychic warrior levels (plus any bonus points for a high Wisdom score), for a total of 27 power points (plus any bonus points). These points can be used to manifest any psion or psychic warrior

Table 2–1: Ability Modifiers and Bonus Power Points

Ability Score	Bonus Power Points (by Class Level)																			
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th	16th	17th	18th	19th	20th
10–11	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
12–13	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10
14–15	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
16–17	1	3	4	6	7	9	10	12	13	15	16	18	19	21	22	24	25	27	28	30
18–19	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40
20–21	2	5	7	10	12	15	17	20	22	25	27	30	32	35	37	40	42	45	47	50
22–23	3	6	9	12	15	18	21	24	27	30	33	36	39	42	45	48	51	54	57	60
24–25	3	7	10	14	17	21	24	28	31	35	38	42	45	49	52	56	59	63	66	70
26–27	4	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76	80
28–29	4	9	13	18	22	27	31	36	40	45	49	54	58	63	67	72	76	81	85	90
30–31	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100
32–33	5	11	16	22	27	33	38	44	49	55	60	66	71	77	82	88	93	99	104	110
34–35	6	12	18	24	30	36	42	48	54	60	66	72	78	84	90	96	102	108	114	120
36–37	6	13	19	26	32	39	45	52	58	65	71	78	84	91	97	104	110	117	123	130
38–39	7	14	21	28	35	42	49	56	63	70	77	84	91	98	105	112	119	126	133	140
40–41	7	15	22	30	37	45	52	60	67	75	82	90	97	105	112	120	127	135	142	150

powers the character knows. Your psychic energy springs from a single common source, and is not segregated by your training.

While you maintain a single reserve of power points from your class, race, and feat selections, you are still limited by the manifester level you have achieved with each power you know. For example, a 10th-level psion/2nd-level psychic warrior can spend up to 10 points when manifesting a psion power, but only up to 2 points when manifesting a psychic warrior power. Your wellspring of psychic energy is a single pool, but you might possess very different levels of training or accomplishment with powers you learned from different classes.

ABILITIES AND MANIFESTERS

The ability that your powers depend on—your key ability score as a manifester—is related to what psionic class (or classes) you have levels in: Intelligence (psion), Wisdom (psychic warrior), and Charisma (wilder). The modifier for this ability is referred to as your key ability modifier. If your character's key ability score is 9 or lower, you can't manifest powers from that psionic class (and for that reason, Table 2–1 contains no entries for ability scores lower than 10).

Just as a high Intelligence score grants bonus spells to a wizard and a high Wisdom score grants bonus spells to a cleric, a character who manifests powers (psions, psychic warriors, and wilders) gains bonus power points according to his key ability score. Refer to Table 2–1: Ability Modifiers and Bonus Power Points. For instance, the psion Ialdabode has an Intelligence score of 15, so he's smart enough to get 1 bonus power point when he is able to manifest 1st-level powers. When he attains 2nd level as a psion, he gains 2 bonus power points instead.

How To Determine Bonus Power Points: Your key ability score grants you additional power points equal to your key ability modifier × your manifester level × 1/2. Table 2–1 shows these calculations for class levels 1st through 20th and key ability scores from 10 to 41.

STARTING GEAR

Each class description concludes with a starting package you can use when creating a 1st-level character of that class. Alternatively, you can roll randomly on the following table to determine the character's gold and buy equipment item by item.

UPDATING YOUR PSIONIC CHARACTER

If you have a psionic character you created using the previous *Psionics Handbook*, you'll find that the psion, psychic warrior, and soulknife presented here are slightly different. Check with your DM about updating your character to conform with the information in this book. If you get the go-ahead, follow the advice below.

If your character was a psion, you'll discover that the revised psion has a more rapid progression of known powers, more powers known, and more power points. Also, a revised psion must select a discipline. This selection may close off access to a number of powers your character formerly knew, so you may need to choose some new powers.

If your character was a psychic warrior, you'll find that this class has changed less than the psion. Check your power selection to make sure that the powers you knew previously are included in this book.

If your character has levels in the soulknife prestige class, you'll find that what was once a prestige class has been revised to a standard character class. You will probably have to redesign your character from 1st level.

In this book, many psionic items (see Chapter 7) have slightly different effects and costs than they did previously. The easiest way to update your character's psionic items is to replace psionic items gained prior to the revision with items of the same name from this book. (This may not always be possible, if an old item has been removed from the game.) A more time-consuming method would be to total up the gold piece value of al your items and then purchase new ones with those funds, taking care to replace old items with identical ones whenever possible. (Your DM may prefer to update your character's psionic items in a different way, or to have some say in the process.)

TABLE 2–2: RANDOM STARTING GOLD

Class	Amount (Average)
Psion	3d4 × 10 (75 gp)
Psychic warrior	5d4 × 10 (125 gp)
Soulknife	5d4 × 10 (125 gp)
Wilder	4d4 × 10 (100 gp)

PSION

The striking fist or flashing sword pales beside a psion's focused stare. Psionic powers arise from a regimen of strict mental discipline developed over months and years of self-scrutiny and subconscious discovery. Those who overcome their personal demons, fears, and other pitfalls of intense self-reflection learn to call upon an internal reservoir of psionic power.

Psions depend on a continual study of their own minds to discover an ever wider range of mental powers. They meditate on memories and the nature of memory itself, debate with their own fragment personalities, and delve into the dark recesses of their minds' convoluted corridors. "Know thyself" is not just a saying for a psion—it's the road to power.

Adventures: A psion adventures to stimulate his mind. New experiences translate to new avenues of thought, and eventually to the discovery of previously latent abilities. A psion's powers are innate but not effortlessly attained.

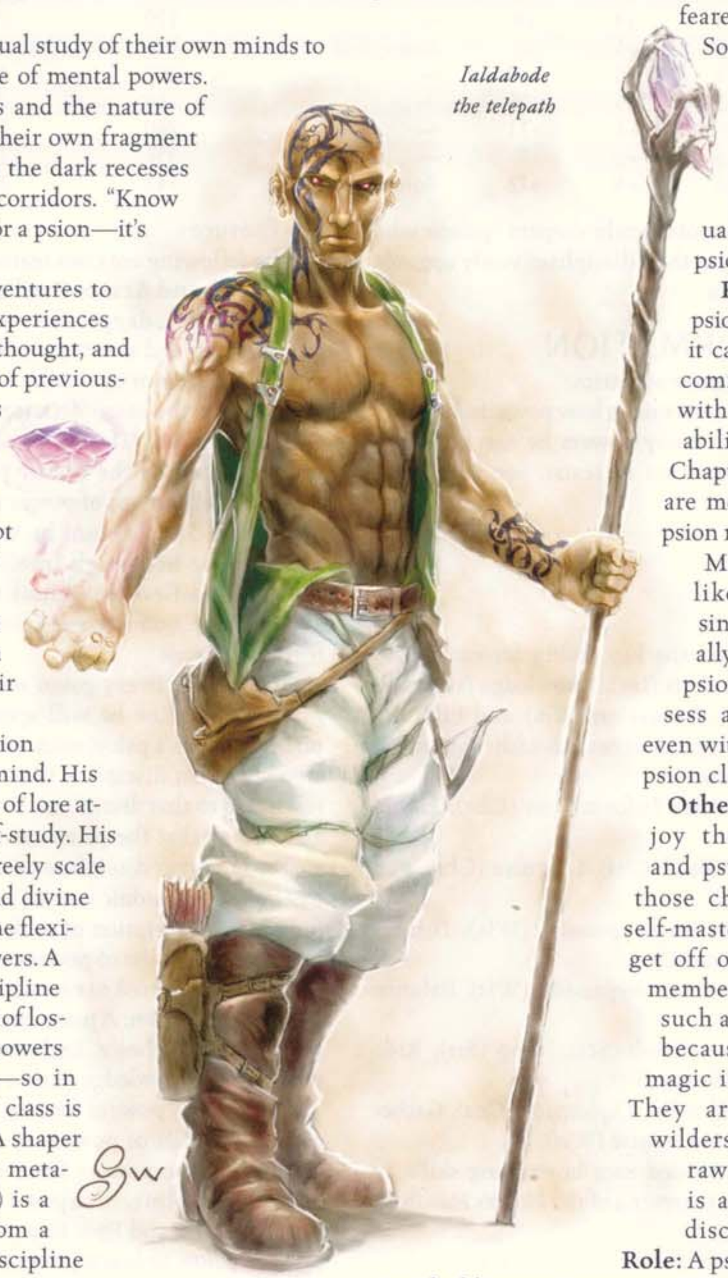
Good psions seek what is best in the world and attempt to preserve those elements with their mastery of mental powers. Evil psions seek to mold others to their own desires, whether using their powers openly or in secret.

Characteristics: The psion draws real power from his mind. His power is a logical expression of lore attained through ongoing self-study. His aggressive powers do not freely scale as do the spells of arcane and divine casters, but he enjoys supreme flexibility in accessing those powers. A psion must choose one discipline in which to focus, at the cost of losing access to the signature powers found in other disciplines—so in a sense the psion character class is six classes rather than one. A shaper (a psion who has selected metacreativity as her discipline) is a very different character from a telepath (a psion whose discipline is telepathy).

Alignment: For a psion, psionics is a personal art. Psions look always inward, so they tend slightly toward neutrality over both chaos and law, but being neutral is not a requirement. Psions can be either good or evil.

Religion: Psions are not particularly drawn to any deity, due to their exceptional focus on their own personal potential. Psions who do revere a deity do not conform to any general choice.

Background: Those destined to be psions show signs of mental powers from the time they are just a few years old, but manifestations become especially noticeable at puberty. Unexplained noises and lights, crockery flying through the air of its own accord, and the appearance of small items out of thin air are common occurrences. Many who have the gift grow out of it, turning away from their potential. However, a few embrace their newfound special powers. Psions are often on their own, misunderstood and feared by friends and family. Sometimes, psions find others with similar abilities and form informal networks, small societies, or even tiny communes populated with individuals who all possess some psionic ability.


Ialdabode the telepath

Illus. by S. Wood

Races: The inborn gift for psionics is unpredictable, and it can show up in any of the common races. Of the races with a penchant for psionic ability (those described in Chapter 1 of this book), elans are most likely to take up the psion mantle.

Mind flayers are especially likely to become psions, since their abilities are actually components of a deeper psionic nature—they possess awesome psionic might even without taking levels in the psion class.

Other Classes: Psions enjoy the company of monks and psychic warriors, sharing those characters' dedication to self-mastery. Psions sometimes get off on the wrong foot with members of spellcasting classes such as sorcerers and wizards, because some psions feel that magic is a crutch for the mind. They are very suspicious of wilders, since the uncontained raw emotion of the wilder is anathema to the psion's disciplined path.

Role: A psion's powers make him a good addition to any party. Psions take on differing roles within a party, based on the discipline each one selects. For example, seers (specialists in clairsentience) serve to

Table 2–3: The Psion

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/ Day	Powers Known	Maximum Power Level Known
1st	+0	+0	+0	+2	Bonus feat, discipline	2	3	1st
2nd	+1	+0	+0	+3	—	6	5	1st
3rd	+1	+1	+1	+3	—	11	7	2nd
4th	+2	+1	+1	+4	—	17	9	2nd
5th	+2	+1	+1	+4	Bonus feat	25	11	3rd
6th	+3	+2	+2	+5	—	35	13	3rd
7th	+3	+2	+2	+5	—	46	15	4th
8th	+4	+2	+2	+6	—	58	17	4th
9th	+4	+3	+3	+6	—	72	19	5th
10th	+5	+3	+3	+7	Bonus feat	88	21	5th
11th	+5	+3	+3	+7	—	106	22	6th
12th	+6/+1	+4	+4	+8	—	126	24	6th
13th	+6/+1	+4	+4	+8	—	147	25	7th
14th	+7/+2	+4	+4	+9	—	170	27	7th
15th	+7/+2	+5	+5	+9	Bonus feat	195	28	8th
16th	+8/+3	+5	+5	+10	—	221	30	8th
17th	+8/+3	+5	+5	+10	—	250	31	9th
18th	+9/+4	+6	+6	+11	—	280	33	9th
19th	+9/+4	+6	+6	+11	—	311	34	9th
20th	+10/+5	+6	+6	+12	Bonus feat	343	36	9th

guide parties in difficult spots, while shapers (psions who have chosen metacreativity as their discipline) vastly upgrade the party's options in a fight.

GAME RULE INFORMATION

Psions have the following game statistics.

Abilities: Intelligence determines how powerful a power a psion can manifest, how many powers he can manifest, and how hard those powers are to resist. See Class Features, below.

Alignment: Any.

Hit Die: d4.

Class Skills

The psion's class skills (and the key ability for each skill) are Concentration* (Con), Craft (Int), Knowledge (all skills, taken individually)* (Int), Profession (Wis), and Psicraft* (Int). In addition, a psion gains access to additional class skills based on his discipline:

Seer (Clairsentience): Gather Information (Cha), Listen (Wis), and Spot (Wis).

Shaper (Metacreativity): Bluff (Cha), Disguise (Cha), and Use Psionic Device* (Cha).

Kineticist (Psychokinesis): Autohypnosis* (Wis), Disable Device (Dex), and Intimidate (Cha).

Egoist (Psychometabolism): Autohypnosis* (Wis), Balance (Dex) and Heal (Wis).

Nomad (Psychoportation): Climb (Str), Jump (Str), Ride (Dex), Survival (Wis), and Swim (Str).

Telepath (Telepathy): Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), and Sense Motive (Wis).

*See new skills and expanded uses of existing skills in Chapter 3 of this book. See Chapter 4 of the *Player's Handbook* for other skill descriptions.

Skill Points at 1st Level: (2 + Int modifier) × 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All the following are class features of the psion.

Weapon and Armor Proficiency: Psions are proficient with the club, dagger, heavy crossbow, light crossbow, quarterstaff, and shortspear. They are not proficient with any type of armor or shield. Armor does not, however, interfere with the manifestation of powers.

Power Points/Day: A psion's ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on Table 2–3: The Psion. In addition, he receives bonus power points per day if he has a high Intelligence score (see Table 2–1: Ability Modifiers and Bonus Power Points). His race may also provide bonus power points per day, as may certain feats and items.

Discipline: Every psion must decide at 1st level which psionic discipline he will specialize in. Choosing a discipline provides a psion with access to the class skills associated with that discipline (see above), as well as the powers restricted to that discipline. However, choosing a discipline also means that the psion cannot learn powers that are restricted to other disciplines. He can't even use such powers by employing psionic items. (See Psionic Disciplines, below, for a brief description of each discipline. Chapter 5 of this book contains a list of powers available to all psions and lists of powers restricted to certain disciplines.)

Powers Known: A psion begins play knowing three psion powers of your choice. Each time he achieves a new level, he unlocks the knowledge of new powers.

Choose the powers known from the psion power list, or from the list of powers of your chosen discipline. You cannot choose powers from disciplines other than your chosen discipline. (*Exception:* The feats Expanded Knowledge, page 46, and Epic Expanded Knowledge, page 34, do allow a psion to learn powers from the lists of other disciplines or even other classes.) A psion can manifest any power that has a power point cost equal to or lower than his manifester level.

The number of times a psion can manifest powers in a day is limited only by his daily power points. For example, a 9th-level psion (with a total of 72 power points) could manifest a power costing 1 power point seventy-two times in one day, a power costing 9 power points eight times in one day, or any other combination of manifestations that does not exceed 72 power points in total.

A psion simply knows his powers; they are ingrained in his mind. He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent power points.

The Difficulty Class for saving throws against psion powers is 10 + the power's level + the psion's Intelligence modifier. For example, the saving throw against a 6th-level power has a DC of 16 + Int modifier.

Maximum Power Level Known: A psion begins play with the ability to learn 1st-level powers. As he attains higher levels, a psion may gain the ability to master more complex powers—for example, a 3rd-level psion can learn powers of 2nd level or lower, a 5th-level psion can learn powers of 3rd level or lower, and so on.

To learn or manifest a power, a psion must have an Intelligence score of at least 10 + the power's level. For example, a psion within an Intelligence score of 15 can manifest powers of 5th level or lower.

Bonus Feats: A psion gains a bonus feat at 1st level, 5th level, 10th level, 15th level, and 20th level. This feat must be a psionic feat, a metapsionic feat, or a psionic item creation feat.

These bonus feats are in addition to the feats that a character of any class gains every three levels (as given on Table 3–2: Experience and Level-Dependent Benefits, page 22 of the *Player's Handbook*). A psion is not limited to psionic feats, metapsionic feats, and psionic item creation feats when choosing these other feats.

Psionic Disciplines

A discipline is one of six groupings of powers, each defined by a common theme. The six disciplines are clairsentience, metacreativity, psychokinesis, psychometabolism, psychoportation, and telepathy.

Clairsentience: A psion who chooses clairsentience is known as a seer. Seers can learn precognitive powers to aid their comrades in combat, as well as powers that permit them to gather information in many different ways.

Metacreativity: A psion specializing in metacreativity is known as a shaper. This discipline includes powers that draw ectoplasm or matter from the Astral Plane, creating semisolid and solid items such as armor, weapons, or animated constructs to do battle at the shaper's command.

Psychokinesis: Psions who specialize in psychokinesis are known as kineticists. They are the masters of powers that manipulate and transform matter and energy. Kineticists can attack with devastating blasts of energy.

Psychometabolism: A psion who specializes in psychometabolism is known as an egoist. This discipline consists of powers that alter the psion's psychobiology, or that of creatures near him. An egoist can both heal and transform himself into a fearsome fighter.

Psychoportation: A psion who relies on psychoportation powers is known as a nomad. Nomads can wield powers that propel or displace objects in space or time.

Telepathy: A psion who chooses the discipline of telepathy is known as a telepath. He is the master of powers that allow mental contact and control of other sentient creatures. A telepath can deceive or destroy the minds of his enemies with ease.

Human Psion Starting Package

This starting psion has chosen telepathy as his discipline. If you choose a different discipline, adjust your skill selection and powers known accordingly.

Armor: Leather (+2 AC, armor check penalty 0, speed 30 ft., 15 lb.).

Weapons: Spear (1d6, 3 lb., one-handed, piercing).

Light crossbow (1d8, crit 19–20/×2, 80 ft., 4 lb., piercing).

Skill Selection: Pick a number of skills equal to 3 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Psicraft	4	Int	—
Concentration	4	Con	—
Knowledge (psionics)	4	Int	—
Diplomacy	4	Cha	—
Gather Information	4	Cha	—
Sense Motive	4	Wis	—
Hide (cc)	2	Dex	0
Move Silently (cc)	2	Dex	0
Search (cc)	2	Int	—
Spot (cc)	2	Wis	—

Feat: Toughness.

Bonus Feat (human): Psionic Endowment.

Bonus Feat (psion): Extend Power.

Powers Known: *Psionic charm, psionic daze, force screen.*

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel. Ten candles, map case. Quiver with 20 bolts.

Gold: 4d6 gp.

PSICRYSTALS

A psicrystal is a fragment of a psionic character's personality, brought into physical form and a semblance of life (via the Psicrystal Affinity feat). A psicrystal appears as a crystalline construct about the size of a human hand. Complete statistics for the psicrystal can be found on page 207.

Because it is an extension of its creator's personality, a character's psicrystal is in some ways a part of him. That's why, for example, a psionic character can manifest a personal range power on his psicrystal even though normally he can manifest such a power only on himself.

A psicrystal is treated as a construct for the purposes of all effects that depend on its type.

A psicrystal grants special abilities to its owner, as shown on the Psicrystal Special Abilities table below. In addition, a psicrystal has a personality (being a fragment of the owner's personality), which gives its owner a bonus on certain types of checks or saving throws, as given on the Psicrystal Personalities table below. These special abilities and bonuses apply only when the owner and the psicrystal are within 1 mile of each other.

Psicrystal abilities are based on the owner's levels in psionic classes. Levels from other classes do not count toward the owner's level for purposes of psicrystal abilities.

A psicrystal can speak one language of its owner's choice (so long as it is a language the owner knows). A psicrystal can understand all other languages known by its owner, but cannot speak them. This is a supernatural ability.

Psicrystal Basics: Use the statistics for a psicrystal as given on page 207, but make the following changes.

Saving Throws: A psicrystal uses its owner's base saving throw bonuses and ability modifiers on saves, though it doesn't enjoy any other bonuses its owner might have (from magic items or feats, for example).

Abilities: When its self-propulsion ability is not activated, a psicrystal has no Strength score and no Dexterity score.

Skills: A psicrystal has the same skill ranks as its owner, except that it has a minimum of 4 ranks each in Spot, Listen, Move Silently, and Search. (Even if its owner has no ranks in these skills, a psicrystal has 4 ranks in each.) A psicrystal uses its own ability modifiers on skill checks.

PSICRYSTAL SPECIAL ABILITIES

Owner Level	Natural Armor Adj.	Int Adj.	Special
1st–2nd	+0	+0	Alertness, improved evasion, personality, self-propulsion, share powers, sighted, telepathic link
3rd–4th	+1	+1	Deliver touch powers
5th–6th	+2	+2	Telepathic speech
7th–8th	+3	+3	—
9th–10th	+4	+4	Flight
11th–12th	+5	+5	Power resistance
13th–14th	+6	+6	Sight link
15th–16th	+7	+7	Channel power
17th–18th	+8	+8	
19th–20th	+9	+9	

Psicrystal Ability Descriptions: All psicrystals have special abilities (or impart abilities to their owners) depending on the level of the owner, as shown on the table above. The abilities on the table are cumulative.

Natural Armor Adj. (Ex): This number noted here is an improvement to the psicrystal's natural armor bonus (normally 0). It represents a psicrystal's preternatural durability.

Intelligence Adj. (Ex): Add this value to the psicrystal's Intelligence score. Psicrystals are as smart as people (though not necessarily as smart as smart people).

Alertness (Ex): The presence of a psicrystal sharpens its master's senses. While a psicrystal is within arm's reach (adjacent to or in the same square as its owner), its owner gains the Alertness feat.

Improved Evasion (Ex): If a psicrystal is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Personality (Ex): Every psicrystal has a personality. See Psicrystal Personality, below.

Self-Propulsion (Su): As a standard action, its owner can will a psicrystal to form spidery, ectoplasmic legs that grant the psicrystal a land speed of 30 feet and a climb speed of 20 feet. The legs fade into nothingness after one day (or sooner, if the owner desires).

Share Powers (Su): At the owner's option, he can have any power (but not any psi-like ability) he manifests on himself also affect his psicrystal. The psicrystal must be within 5 feet of him at the time of the manifestation to receive the benefit. If the power has a duration other than instantaneous, it stops affecting the psicrystal if it moves farther than 5 feet away, and will not affect the psicrystal again, even if it returns to its owner before the duration expires. Additionally, the owner can manifest a power with a target of "You" on his psicrystal (as a touch range power) instead of on himself. The owner and psicrystal cannot share powers if the powers normally do not affect creatures of the psicrystal's type (construct).

Sighted (Ex): Although it has no physical sensory organs, a psicrystal can telepathically sense its environment as well as a creature with normal vision and hearing. Darkness (even supernatural darkness) is irrelevant, as are areas of supernatural silence, though a psicrystal still can't discern invisible or ethereal beings. A psicrystal's sighted range is 40 feet.

Telepathic Link (Su): The owner has a telepathic link with his psicrystal out to a distance of up to 1 mile. The owner cannot see through the psicrystal's senses, but the two of them can communicate telepathically as if the psicrystal were the target of a *mindlink* power manifested by the owner. For instance, a psicrystal placed in a distant room could relay the activities occurring in that room.

Because of the telepathic link between a psicrystal and its owner, the owner has the same connection to an item or place that the psicrystal does. For instance, if his psicrystal has seen a room, the owner can teleport into that room as if he has seen it too.

Deliver Touch Powers (Su): If the owner is 3rd level or higher, his psicrystal can deliver touch powers for him. If the owner and psicrystal are in contact at the time the owner manifests a touch power, he can designate his psicrystal as the "toucher." The psicrystal can then deliver the touch power just as the owner could. As usual, if the owner manifests another power before the touch is delivered, the touch power dissipates.

Telepathic Speech (Ex): If the owner is 5th level or higher, the psicrystal can communicate telepathically with any creature that has a language and is within 30 feet of the psicrystal, while the psicrystal is also within 1 mile of the owner.

Flight (Su): If the owner is 9th level or higher, he can, as a standard action, will his psicrystal to fly at a speed of 50 feet (poor). The psicrystal drifts gently to the ground after one day (or sooner, if the owner desires).

Power Resistance (Ex): If the owner is 11th level or higher, the psicrystal gains power resistance equal to the owner's level + 5. To affect the psicrystal with a power, another manifester must get a result on a manifester level check that equals or exceeds the psicrystal's power resistance.

Sight Link (Sp): If the owner is 13th level or higher, the character can remote view the psicrystal (as if manifesting the *remote view* power) once per day.

Channel Power (Sp): If the owner is 15th level or higher, he can manifest powers through the psicrystal to a distance of up to 1 mile. The psicrystal is treated as the power's originator, and all ranges are calculated from its location. When channeling a power through his psicrystal, the owner manifests the power by paying its power point cost. He is still subject to attacks of opportunity and other hazards of manifesting a power, if applicable (for instance, he becomes visible when manifesting an offensive power if *invisible*, as does the psicrystal).

Psicrystal Personality (Ex): Each psicrystal has a distinct personality, chosen by its owner at the time of its creation from among those given on the following table. At 1st level, its owner typically gets a feel for a psicrystal's personality only through occasional impulses, but as the owner increases in level the psicrystal's personality becomes more pronounced. At higher levels, it is not uncommon for a psicrystal to constantly ply its owner with observations and advice, often severely slanted toward the psicrystal's particular worldview. The owner always sees a bit of himself in his psicrystal, even if magnified and therefore distorted.

Mitra the shaper

Illus. by S. Wood

Psicrystal Personalities

Personality	Benefit to Owner
Artiste	+3 bonus on Craft checks
Bully	+3 bonus on Intimidate checks
Coward	+3 bonus on Hide checks
Friendly	+3 bonus on Diplomacy checks
Hero	+2 bonus on Fortitude saves
Liar	+3 bonus on Bluff checks
Meticulous	+3 bonus on Search checks
Nimble	+2 bonus on Initiative checks
Observant	+3 bonus on Spot checks
Poised	+3 bonus on Balance checks
Resolved	+2 bonus on Will saves
Sage	+3 bonus on checks involving any one Knowledge skill owner already knows; once chosen, this does not vary
Single-minded	+3 bonus on Concentration checks
Sneaky	+3 bonus on Move Silently checks
Sympathetic	+3 bonus on Sense Motive checks

Artiste: This splinter personality notes without humility that it is wonderfully talented in almost any "cultured" occupation, be it dancing, opera, or cooking. Equal parts truth and pretension make up this claim.

Bully: Sometimes bad seeds are still good for something. The bully splinter personality's overbearing harangues and constant insistence on getting its way can be trying, but its influence is sometimes handy for the owner.

Coward: Buried deep in everyone is a healthy dose of self-preservation. When captured and magnified, the essence of cowardliness aids the owner in finding safe harbor in dangerous situations. However, this psicrystal is far too eager to urge the owner to run and hide, even in not seriously dangerous situations.

Friendly: This splinter personality is disposed to promote the well-being of others—even of reviled enemies. The owner puts up with lectures on his hard-hearted ways, but in return he is better able to deal with creatures in a nonviolent manner.

Hero: We all want to be heroes, and the psicrystal with this implanted splinter personality is that desire personified. Given to urging the owner into dangerous situations, it pays back its owner with fortitude in moments of difficulty.

Liar: This psicrystal just can't help telling falsehoods, even to its owner—who knows all too well when it is prevaricating and when it is communicating truthfully. This inability to mislead its owner doesn't stop the psicrystal from lying anyway—and its lying ways can serve its owner in good stead when he is forced to stretch the truth himself.

Meticulous: A meticulous psicrystal has a hard time discerning between important details and those that are irrelevant. In describing itself, it would say it is "punctilious in its attention to the rules of etiquette, and furthermore marked by extreme care in the treatment of details." Sometimes maddening, this trait is at other times useful to the owner who attempts a precise study of his environment.

Nimble: Quick and dexterous, a nimble psicrystal is the perfect companion in any situation where reaction must follow on the heels of action. If anything, this splinter personality is a little too prone toward seeing potential danger in every shadow.

Observant: "Did you see that?" is the most common communication between an observant psicrystal and its owner. Sometimes a psicrystal with this personality enables its owner to note details he might have otherwise passed by.

Poised: The ability to be constantly aware of your body and how it interacts with your surroundings is something often lost in the welter of more important thoughts. Not so for this psicrystal, which is perfectly poised and sure of itself—if not its owner. It often preaches the importance of equilibrium and readiness for action.

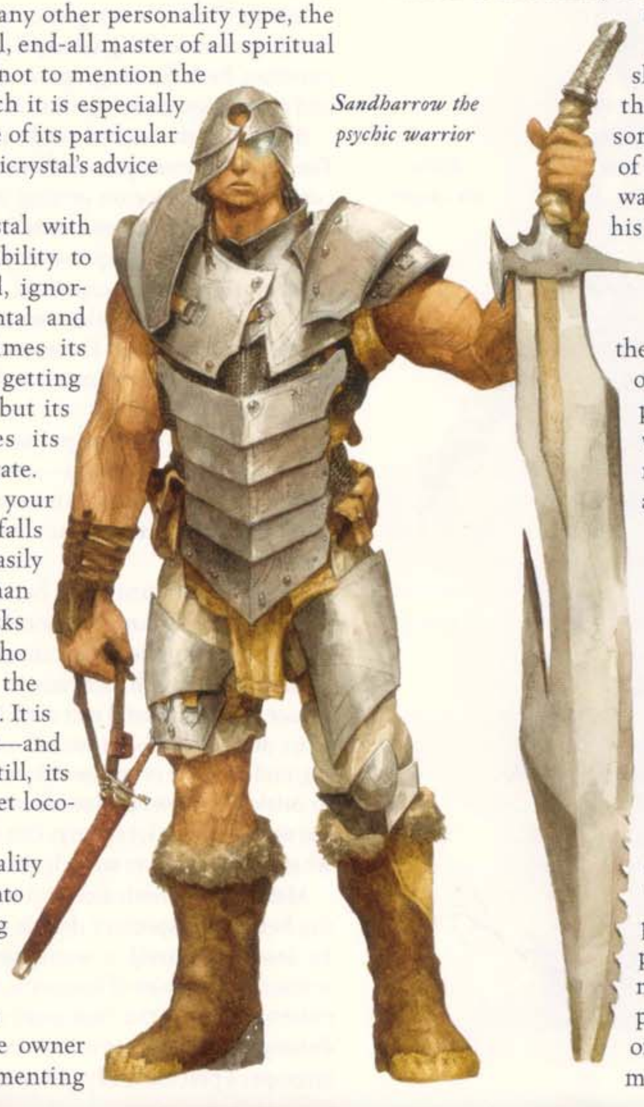
Resolved: Resolution is a quality everyone wishes he or she had, and this psicrystal has it in spades. It is firm in purpose and belief, and its advice and observations are characterized by fierce determination. Or, as its owner might say, it is a stubborn so-and-so. Still, this unshakable faith aids the owner in all contests of will.

Sage: This splinter personality attempts to be a mentor to its owner, even though it is drawn from the owner's mind. Still, unfettered by any other personality type, the sage sees itself as the be-all, end-all master of all spiritual and philosophical topics (not to mention the area of knowledge in which it is especially skilled). Outside the scope of its particular area of expertise, the sage psicrystal's advice is sometimes suspect.

Single-Minded: A psicrystal with this personality has the ability to focus on the task at hand, ignoring all other environmental and emotional factors. Sometimes its owner has a difficult time getting the psicrystal's attention, but its influence also magnifies its owner's ability to concentrate.

Sneaky: Why announce your presence with loud footfalls when you could just as easily glide in with less noise than a breath of air? Or so asks the sneaky psicrystal, who believes wholeheartedly in the adage that silence is golden. It is given to hushing its owner—and its owner's companions. Still, its expertise in the area of quiet locomotion can't be denied.

Sympathetic: This personality allows a psicrystal to see into the hearts of other living things by putting itself in their shoes. Unfortunately, the psicrystal also spends a lot of time analyzing the owner and his companions, commenting on their mental states, and making pronouncements about the fitness of their actions. This personality can be useful, though, when the owner wants to determine the motives of a potential enemy.



Sandharrow the psychic warrior

Illus. by J. Jarvis

PSYCHIC WARRIOR

One who turns the mind's potential to the warrior's art is known as a psychic warrior. Where psions devote themselves wholly to the development of mind-engendered abilities, psychic warriors give emphasis to the development of the body. With mental and physical energy working in union, the psychic warrior strives toward martial perfection.

The sword, axe, and bow are physical tools that psychic warriors embrace along with their psionic abilities. Well trained in both physical and psionic matters, the psychic warrior is a formidable adversary.

Adventures: Psychic warriors know that only through conflict will their skills grow. Prone to showing off their flamboyant abilities, they claim to fear nothing. Psychic warriors are eager to accumulate the treasure that adventuring brings and the power it buys.

Characteristics: The defining trait of the psychic warrior is his ability to supplement his physical attacks with psionic feats and powers. A combination of strength, martial skill, and psionic ability allows the psychic warrior to match and sometimes surpass a normal fighter of equal experience. As the psychic warrior gains experience and power, his fighting skills and psionic abilities grow in concert.

Alignment: A psychic warrior's training requires the ability to give equal shrift to what others consider polar opposites of physical and mental ability. Psychic warriors tend toward chaotic alignments, but a chaotic outlook is not a requirement.

Religion: Psychic warriors prefer to worship nonlawful deities, often choosing Pelor (deity of the sun), Kord (deity of strength), or Erythnul (deity of slaughter). But, as with psions, psychic warriors' reliance on their will and internal fortitude often make them poor supplicants.

Background: A psychic warrior typically grows up among a society or small community of "the like-minded," founded by psions who wished to develop their powers in seclusion. Such communes are rare, but their existence provides some protection in a world often hostile to those with powerful mental abilities. Psychic warriors are

TABLE 2–4: THE PSYCHIC WARRIOR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/ Day	Powers Known	Maximum Power Level Known
1st	+0	+2	+0	+0	Bonus feat	0*	1	1st
2nd	+1	+3	+0	+0	Bonus feat	1	2	1st
3rd	+2	+3	+1	+1	—	3	3	1st
4th	+3	+4	+1	+1	—	5	4	2nd
5th	+3	+4	+1	+1	Bonus feat	7	5	2nd
6th	+4	+5	+2	+2	—	11	6	2nd
7th	+5	+5	+2	+2	—	15	7	3rd
8th	+6/+1	+6	+2	+2	Bonus feat	19	8	3rd
9th	+6/+1	+6	+3	+3	—	23	9	3rd
10th	+7/+2	+7	+3	+3	—	27	10	4th
11th	+8/+3	+7	+3	+3	Bonus feat	35	11	4th
12th	+9/+4	+8	+4	+4	—	43	12	4th
13th	+9/+4	+8	+4	+4	—	51	13	5th
14th	+10/+5	+9	+4	+4	Bonus feat	59	14	5th
15th	+11/+6/+1	+9	+5	+5	—	67	15	5th
16th	+12/+7/+2	+10	+5	+5	—	79	16	6th
17th	+12/+7/+2	+10	+5	+5	Bonus feat	91	17	6th
18th	+13/+8/+3	+11	+6	+6	—	103	18	6th
19th	+14/+9/+4	+11	+6	+6	—	115	19	6th
20th	+15/+10/+5	+12	+6	+6	Bonus feat	127	20	6th

*The psychic warrior gains no power points from his class at 1st level. However, he does add any bonus power points he gains from a high Wisdom score, his race, and feats or other sources to his reserve. He can use these points (if any) to manifest his power.

often the children of psions, and just as often grow up dissatisfied with the regimen of commune life.

Although many adopt the class out of this sense of rebellion, most psychic warriors still feel a deep connection to the commune or society in which they were raised and trained. A few have no such connection, their only ties being to their own paths of personal development.

Races: The inborn gift for psionics is unpredictable, and it can show up in any of the common races. Of the races with a penchant for psionic ability (those described in Chapter 1 of this book), half-giants are particularly drawn to this class, admiring the psychic warrior's mixture of mental might and physical prowess.

Among all other creatures, little opportunity for psychic warrior training is available; however, a few psychic warriors exist in the ranks of the mind flayers.

Other Classes: Psychic warriors get on well with anyone, regardless of class, who appreciates their unique contributions. Psychic warriors make powerful comrades in combat, so most adventurers are happy to have one in their group.

GAME RULE INFORMATION

Psychic warriors have the following game statistics.

Abilities: Strength is an ideal ability for a psychic warrior, augmenting his melee prowess. However, a good Wisdom score is also important for manifesting powers. Dexterity provides better defense and bonuses on melee attacks. Constitution upgrades the psychic warrior's toughness.

Alignment: Any.

Hit Die: d8.

Class Skills

The psychic warrior's class skills (and the key ability for each skill) are Autohypnosis* (Wis), Climb (Str), Concentration* (Con), Craft (Int), Jump (Str), Knowledge (psionics)* (Int), Profession (Wis), Ride (Dex), Search (Int), and Swim (Str).

*See new skills and expanded uses of existing skills in Chapter 3 of this book. See Chapter 4 of the *Player's Handbook* for other skill descriptions.

Skill Points at 1st Level: (2 + Int modifier) × 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All the following are class features of the psychic warrior.

Weapon and Armor Proficiency: Psychic warriors are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Power Points/Day: A psychic warrior's ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on Table 2–4: The Psychic Warrior. In addition, he receives bonus power points per day if he has a high Wisdom score (see Table 2–1: Ability Modifiers and Bonus Power Points). His race may also provide bonus power points per day, as may certain feats and items. A 1st-level psychic warrior gains no power points for his class level, but he gains bonus power points (if he is entitled to any), and can manifest the single power he knows with those power points.

Powers Known: A psychic warrior begins play knowing one psychic warrior power of your choice. Each time he achieves a new level, he unlocks the knowledge of a new power.

Choose the powers known from the psychic warrior power list. (*Exception:* The feats Expanded Knowledge, page 46, and Epic Expanded Knowledge, page 34, do allow a psychic warrior to learn powers from the lists of other classes.) A psychic warrior can manifest any power that has a power point cost equal to or lower than his manifester level.

The total number of powers a psychic warrior can manifest in a day is limited only by his daily power points. In other words, a 11th-level psychic warrior (with a total of 35 power points) could manifest a power costing 1 power point 35 times in one day, a power costing 5 power points 7 times in one day, or any combination of power point costs that does not exceed 35 power points in total.

A psychic warrior simply knows his powers; they are ingrained in his mind. He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent power points.

The Difficulty Class for saving throws against psychic warrior powers is 10 + the power's level + the psychic warrior's Wisdom modifier. For example, the saving throw against a 6th-level power has a DC of 16 + Wis modifier.

Maximum Power Level Known: A psychic warrior begins play with the ability to learn 1st-level powers. As he attains higher levels, he may gain the ability to master more complex powers—for example, a 4th-level psychic warrior can learn powers of 2nd level or lower, a 7th-level psychic warrior can learn powers of 3rd level or lower, and so on.

To learn or manifest a power, a psychic warrior must have a Wisdom score of at least 10 + the power's level. For example, a psychic warrior with a Wisdom score of 13 can manifest powers of 3rd level or lower.

Bonus Feats: At 1st level, a psychic warrior gets a bonus combat-oriented feat in addition to the feat that any 1st-level character gets and the bonus feat granted to a human character. The psychic warrior gains an additional bonus feat at 2nd level and every three levels thereafter (5th, 8th, 11th, 14th, 17th, and 20th). These bonus feats must be drawn from the feats noted as fighter bonus feats on Table 5–1: Feats, page 90 of the *Player's Handbook*, or from the psionic feats in Chapter 3 of this book. The psychic warrior must still meet all prerequisites for the bonus feat, including ability score and base attack bonus minimums as well as class requirements. A psychic warrior cannot choose feats that specifically require levels in the fighter class (such as Greater Weapon Focus or Weapon Specialization) unless he is a multiclass character with the requisite levels in the fighter class.

These bonus feats are in addition to the feats that a character of any class gains every three levels (as given on Table 3–2: Experience and Level-Dependent Benefits, page 22 of the *Player's Handbook*). A psychic warrior is not limited to fighter bonus feats and psionic feats when choosing these other feats.

Half-Giant Psychic Warrior Starting Package

Armor: Scale mail and large wooden shield (+6 AC, armor check penalty –6, speed 20 ft., 40 lb.).

Weapons: Longsword (1d8, crit 19–20/×2, 4 lb., one-handed, slashing).

Shortbow (1d6, crit ×3, range inc. 60 ft., 2 lb., piercing).

Skill Selection: Pick a number of skills equal to 2 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Autohypnosis	4	Wis	—
Climb	4	Str	–6
Jump	4	Str	–6
Swim	4	Str	–12
Knowledge (psionics)	4	Int	—
Ride	4	Dex	—
Search	4	Int	—
Listen (cc)	2	Wis	—
Spot (cc)	2	Wis	—

Feat: Weapon Focus (longsword).

Bonus Feat (Psychic Warrior): Psionic Body.

Power Known: *Expansion*.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel. Quiver with 20 arrows.

Gold: 4d4 gp.

SOULKNIFE

A soulknife recognizes his own mind as the most beautiful—and the most deadly—thing in all creation. With this understanding and through extended practice, a soulknife learns to forge his mental strength into a shimmering blade of semisolid psychic energy.

Each soulknife's personal blade, referred to as a mind blade, differs in color and shape according to his personality, mental strength, and even mood. Although no two mind blades look alike, all share the same lethal qualities. Because soulknives turn the power of their minds to such weaponry, they are notorious for their violence.

Adventures: While caution and forethought go into a soulknife's preparation for adventure, most have a hard time restraining their natural bravado and showmanship. After all, how many adventurers can dispatch opponents with a blade materialized from pure thought? Thus, for many soulknives, adventuring presents an opportunity to do what they love most: Wield the idealized blade wrought of their innermost desires.

Characteristics: More than any other psionic class, the soulknife fights with psionic power directly in both melee and ranged combat. Strength, combat prowess, and psionic talent allow the soulknife to claim equal footing—at least—with any other combat-oriented class on the field of battle.

Alignment: Despite their inborn showmanship, soulknives are often lawful, utilizing a disciplined mindset to idealize and materialize their mind blades. Chaotic-aligned soulknives rely on strength of spirit instead of rigid discipline to materialize their mind blades. Characters who are neutral with respect to law and chaos rarely become soulknives.

Religion: Soulknives who prefer to worship sometimes choose deities such as St. Cuthbert (deity of retribution) or Heironeous (deity of valor). Evil soulknives often follow Erythnul, delighting in their ability to slaughter with the power of their minds.

Background: Many who have the ability and desire to mix the manifestation of psionic power with military might become psychic warriors, but for those with the right mix of talent and skill, the way of the soulknife is more alluring.

Soulknives are trained for the most part by older, more experienced soulknives.

Races: The inborn gift for psionics is unpredictable, and it can show up in any of the common races. Of the races with a penchant for psionic ability (those described in Chapter 1 of this book), xephs seem especially likely to end up as soulknives.

Among all other creatures, virtually no opportunity for soulknife training is available.

Other Classes: Soulknives are most comfortable with those who have similarly aggressive bents, such as monks, fighters, and paladins. They are less comfortable with psychic warriors (perhaps due to a feeling of competition), spellcasters, psions, and wilders, though a soulknife can discipline himself to manage most any relationship.

GAME RULE INFORMATION

Soulknives have the following game statistics.

Abilities: Strength is an ideal ability for a soulknife, augmenting his melee prowess. Dexterity provides better defense and bonuses on ranged attacks, and is useful in the arts of stealth, at which many soulknives excel. Constitution upgrades the soulknife's toughness.

Alignment: Any.

Hit Die: d10.

Class Skills

The soulknife's class skills (and the key ability for each skill) are Autohypnosis* (Wis), Climb (Str), Concentration* (Con), Craft (Int), Hide (Dex), Jump (Str), Knowledge (psionics)* (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Spot (Wis), and Tumble (Dex).

*See new skills and expanded uses of existing skills in Chapter 3 of this book. See Chapter 4 of the *Player's Handbook* for other skill descriptions.

Skill Points at 1st Level: (4 + Int modifier) × 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All the following are class features of the soulknife.

Weapon and Armor Proficiency: Soulknives are proficient with all simple weapons, with their own mind blades, and with light armor and shields (except tower shields).

Mind Blade (Su): As a move action, a soulknife can create a semisolid blade composed of psychic energy distilled from his own mind.

The blade is identical in all ways (except visually) to a short sword of a size appropriate for its wielder. For instance, a Medium soulknife materializes a Medium mind blade that he can wield as a light weapon, and the blade deals 1d6 points of damage (crit 19–20/×2). Soulknives who are smaller or larger than Medium create mind blades identical to short swords appropriate for their size, with a corresponding change to the blade's damage (see Table 7–4 and Table 7–5 in the *Player's Handbook*). The wielder of a mind blade gains the usual benefits to his attack roll and damage roll from a high Strength bonus.

The blade can be broken (it has hardness 10 and 10 hit points); however, a soulknife can simply create another on his next move action. The moment he relinquishes his grip on his blade, it dissipates (unless he intends to throw it; see below). A mind blade is considered a magic weapon for the purpose of overcoming damage reduction.

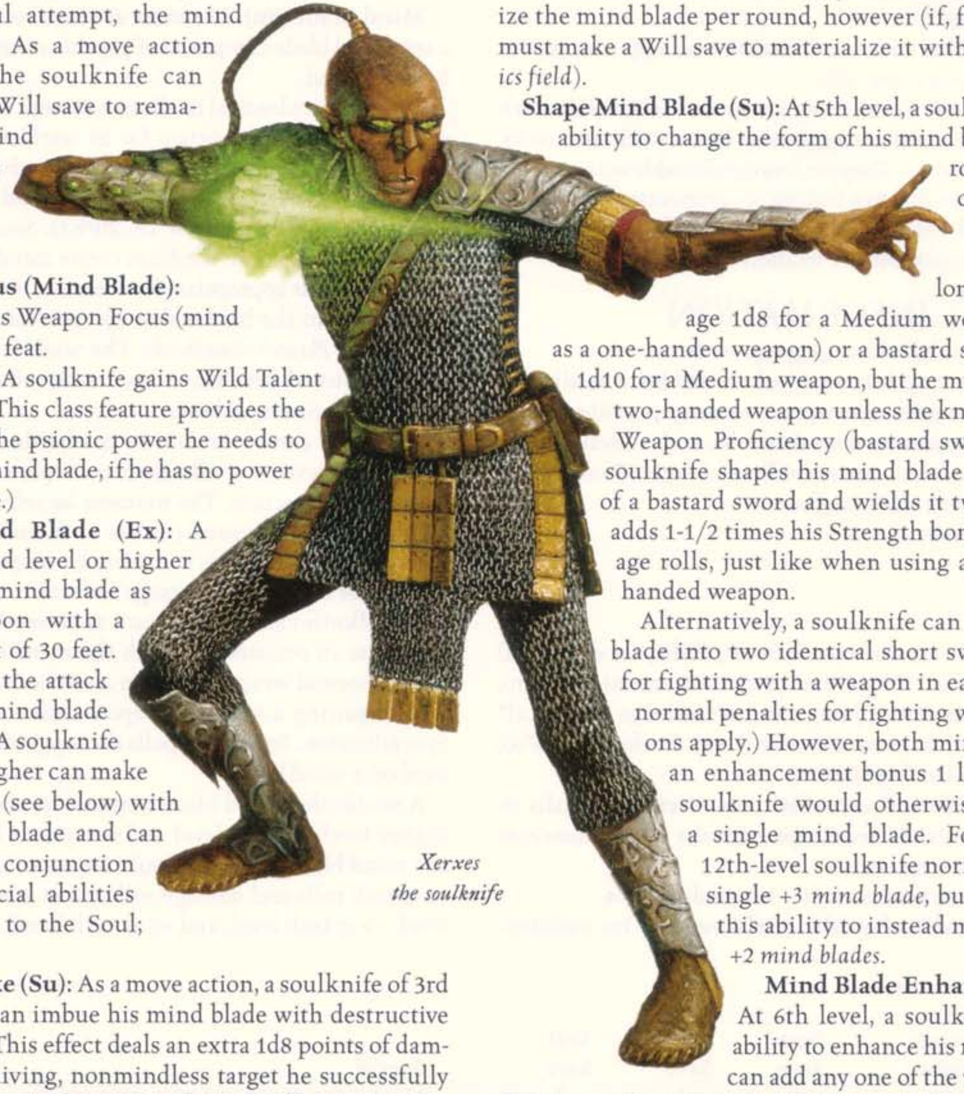
A soulknife can use feats such as Power Attack or Combat Expertise in conjunction with the mind blade just as if it were a normal weapon. He can also choose mind blade for feats requiring a specific weapon choice, such as Weapon Specialization. Powers or spells that upgrade weapons can be used on a mind blade.

A soulknife's mind blade improves as the character gains higher levels. At 4th level and every four levels thereafter, the mind blade gains a cumulative +1 enhancement bonus on attack rolls and damage rolls (+2 at 8th level, +3 at 12th level, +4 at 16th level, and +5 at 20th level).

Table 2–5: The Soulknife

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Mind blade, Weapon Focus (mind blade), Wild Talent
2nd	+1	+0	+3	+3	Throw mind blade
3rd	+2	+1	+3	+3	Psychic strike +1d8
4th	+3	+1	+4	+4	*+1 mind blade*
5th	+3	+1	+4	+4	Free draw, shape mind blade
6th	+4	+2	+5	+5	Mind blade enhancement +1, Speed of Thought
7th	+5	+2	+5	+5	Psychic strike +2d8
8th	+6/+1	+2	+6	+6	*+2 mind blade*
9th	+6/+1	+3	+6	+6	Bladewind, Greater Weapon Focus (mind blade)
10th	+7/+2	+3	+7	+7	Mind blade enhancement +2
11th	+8/+3	+3	+7	+7	Psychic strike +3d8
12th	+9/+4	+4	+8	+8	*+3 mind blade*
13th	+9/+4	+4	+8	+8	Knife to the soul
14th	+10/+5	+4	+9	+9	Mind blade enhancement +3
15th	+11/+6	+5	+9	+9	Psychic strike +4d8
16th	+12/+7	+5	+10	+10	*+4 mind blade*
17th	+12/+7	+5	+10	+10	Multiple throw
18th	+13/+8	+6	+11	+11	Mind blade enhancement +4
19th	+14/+9	+6	+11	+11	Psychic strike +5d8
20th	+15/+10/+5	+6	+12	+12	*+5 mind blade*

Even in places where psionic effects do not normally function (such as within a *null psionics field*), a soulknife can attempt to sustain his mind blade by making a DC 20 Will save. On a successful save, the soulknife maintains his mind blade for a number of rounds equal to his class level before he needs to check again. On an unsuccessful attempt, the mind blade vanishes. As a move action on his turn, the soulknife can attempt a new Will save to rematerialize his mind blade while he remains within the psionics-negating effect.



Xerxes the soulknife

Illus. by S. Belledin

Weapon Focus (Mind Blade): A soulknife gains Weapon Focus (mind blade) as a bonus feat.

Wild Talent: A soulknife gains Wild Talent as a bonus feat. (This class feature provides the character with the psionic power he needs to materialize his mind blade, if he has no power points otherwise.)

Throw Mind Blade (Ex): A soulknife of 2nd level or higher can throw his mind blade as a ranged weapon with a range increment of 30 feet. Whether or not the attack hits, a thrown mind blade then dissipates. A soulknife of 3rd level or higher can make a psychic strike (see below) with a thrown mind blade and can use the blade in conjunction with other special abilities (such as Knife to the Soul; see below).

Psychic Strike (Su): As a move action, a soulknife of 3rd level or higher can imbue his mind blade with destructive psychic energy. This effect deals an extra 1d8 points of damage to the next living, nonmindless target he successfully hits with a melee attack (or ranged attack, if he is using the throw mind blade ability). Creatures immune to mind-affecting effects are immune to psychic strike damage. (Unlike the rogue's sneak attack, the psychic strike is not precision damage and can affect creatures otherwise immune to extra damage from critical hits or more than 30 feet away, provided they are living, nonmindless creatures not immune to mind-affecting effects.)

A mind blade deals this extra damage only once when this ability is called upon, but a soulknife can imbue his mind blade with psychic energy again by taking another move action.

Once a soulknife has prepared his blade for a psychic strike, it holds the extra energy until it is used. Even if the soulknife drops the mind blade (or it otherwise dissipates, such as when it is thrown and misses), it is still imbued with psychic energy when the soulknife next materializes it.

At every four levels beyond 3rd (7th, 11th, 15th, and 19th), the extra damage from a soulknife's psychic strike increases as shown on Table 2–5.

Free Draw (Su): At 5th level, a soulknife becomes able to materialize his mind blade as a free action instead of a move action. He can make only one attempt to materialize the mind blade per round, however (if, for example, he must make a Will save to materialize it within a *null psionics field*).

Shape Mind Blade (Su): At 5th level, a soulknife gains the ability to change the form of his mind blade. As a full-round action, he can change his mind blade to replicate a longsword (damage 1d8 for a Medium weapon wielded as a one-handed weapon) or a bastard sword (damage 1d10 for a Medium weapon, but he must wield it as a two-handed weapon unless he knows the Exotic Weapon Proficiency (bastard sword) feat). If a soulknife shapes his mind blade into the form of a bastard sword and wields it two-handed, he adds 1-1/2 times his Strength bonus to his damage rolls, just like when using any other two-handed weapon.

Alternatively, a soulknife can split his mind blade into two identical short swords, suitable for fighting with a weapon in each hand. (The normal penalties for fighting with two weapons apply.) However, both mind blades have an enhancement bonus 1 lower than the soulknife would otherwise create with a single mind blade. For example, a 12th-level soulknife normally creates a single *+3 mind blade,* but he could use this ability to instead materialize two *+2 mind blades.*

Mind Blade Enhancement (Su): At 6th level, a soulknife gains the ability to enhance his mind blade. He can add any one of the weapon special abilities on the table below that has an enhancement bonus value of +1.

At every four levels beyond 6th (10th, 14th, and 18th), the value of the enhancement a soulknife can add to his weapon improves to +2, +3, and +4, respectively. A soulknife can choose any combination of weapon special abilities that does not exceed the total allowed by the soulknife's level. For example, an 18th-level soulknife could add two +2 weapon special abilities, or one +1 weapon ability and one +3 weapon ability.

The weapon ability or abilities remain the same every time the soulknife materializes his mind blade (unless he decides to reassign its abilities; see below). The ability or abilities apply to any form the mind blade takes, including the use of the shape mind blade or bladewind class abilities.

Weapon Special Ability	Enhancement Bonus Value
Defending	+1
Keen	+1
Lucky*	+1
Mighty cleaving	+1
Psychokinetic*	+1
Sundering*	+1
Vicious	+1
Collision*	+2
Mindcrusher*	+2
Psychokinetic burst*	+2
Suppression*	+2
Wounding	+2
Body feeder*	+3
Mindfeeder*	+3
Soulbreaker*	+3

*See new special abilities in Chapter 3 of this book. All other special abilities are described in Chapter 7 of the *Dungeon Master's Guide.*

A soulknife can reassign the ability or abilities he has added to his mind blade. To do so, he must first spend 8 hours in concentration. After that period, the mind blade materializes with the new ability or abilities selected by the soulknife. For example, a 10th-level soulknife might have initially chosen to imbue his weapon with psychokinetic burst, a +2 weapon special ability. Every time he materializes the weapon, it is a *+2 psychokinetic burst mind blade.* However, on learning that he may face a mind flayer the next day, he could take 8 hours to change his mind blade's special ability from psychokinetic burst to mindcrusher.

Speed of Thought: A soulknife gains Speed of Thought as a bonus feat at 6th level.

Bladewind (Su): At 9th level, a soulknife gains the ability to momentarily fragment his mind blade into numerous identical blades, each of which strikes at a nearby opponent.

As a full attack, when wielding his mind blade, a soulknife can give up his regular attacks and instead fragment his mind blade to make one melee attack at his full base attack bonus against each opponent within reach. Each fragment functions identically to the soulknife's regular mind blade. (For example, if the mind blade were in the form of a *+1 keen bastard sword,* due to the soulknife's mind blade enhancement and shape mind blade abilities, each fragment attacks and deals damage as a *+1 keen bastard sword.*)

When using bladewind, a soulknife forfeits any bonus or extra attacks granted by other feats or abilities (such as the Cleave feat or the *haste* spell).

The mind blade immediately reverts to its previous form after the bladewind attack.

Greater Weapon Focus (Mind Blade): A soulknife gains Greater Weapon Focus (mind blade) as a bonus feat at 9th level.

Knife to the Soul (Su): Beginning at 13th level, when a soulknife executes a psychic strike, he can choose to substitute Intelligence, Wisdom, or Charisma damage (his choice) for extra dice of damage. For each die of extra damage he gives up, he deals 1 point of damage to the ability score he chooses. A soulknife can combine extra dice of damage and ability damage in any combination, so a 19th-level soulknife could choose to strike for 3 points of Charisma damage and an extra 2d6 points of damage.

The soulknife decides which ability score his psychic strike damages and the division of ability damage and extra dice of damage when he imbues his mind blade with the psychic strike energy.

Multiple Throw (Ex): At 17th level and higher, a soulknife can throw a number of mind blades per round equal to the number of melee attacks he could make. Thus, a 17th-level soulknife could throw two mind blades, with a base attack bonus of +12/+7. If he had used shape mind blade to materialize a mind blade for each hand and thus fight with two weapons, he could throw four mind blades in a round.

Xeph Soulknife Starting Package

Armor: Studded leather (+3 AC, armor check penalty –1, speed 30 ft., 20 lb.).

Heavy wooden shield (+2 AC, armor check penalty –2, 10 lb.).

Weapons: Mind blade (1d6, crit 19–20/×2, 2 lb., one-handed, piercing).

Skill Selection: Pick a number of skills equal to 5 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Autohypnosis	4	Wis	—
Concentration	4	Con	—
Hide	4	Dex	–2
Listen	4	Wis	—
Move Silently	4	Dex	–2
Spot	4	Wis	—
Climb	4	Str	–2
Jump	4	Str	–2
Tumble	4	Dex	–2
Ride (cc)	2	Dex	—
Swim (cc)	2	Str	–4
Intimidate (cc)	2	Cha	—
Search (cc)	2	Int	—

Feat: Psionic Weapon.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.

Gold: 3d4 gp.

WILDER

The psion draws his psionic ability from strict mental discipline and intellectual development. Not so the wilder—for her, raw emotion is the source of psionic power.

Emotion-triggered psionic ability is not a science, but a passion. The zeal with which the wilder pursues the use of her psionic ability is so extreme that she can occasionally trigger a surge of power far beyond her normal capabilities. But with this ability comes a price: By exceeding her limits, the wilder may injure herself with psychic feedback.

Adventures: Wilders see dangerous quests as further opportunities to use their emotion-triggered psionic abilities. Eager to show what they can do, wilders use their psionic abilities against whatever obstacles confront them. Wilders are concerned first of all with the manifestation of their powers, but do not shy away from wealth or items that can further upgrade their abilities.

Characteristics: Wilders are passionate about their powers, often pushing themselves to their utter limits with their wild surges. However, they are not blind to the risks of the wild surge and the limited number of powers they can call upon. Thus, they develop their skills and fighting ability as best they can, honing themselves to be useful in all situations.

Alignment: Wilders are capable of adopting any of the alignment viewpoints, none of which are at odds with personal psionic development.

Religion: A wilder is too self-centered to desire or seek after the philosophy of deities.

Background: A wilder is typically self-taught. Most wilders were left too long on their own as children, sometimes forced by cruel circumstance to live alone in the wild. Life in the wild doesn't usually forge many bonds, so when most wilders are eventually found, they return to civilization. By that point, however, their mental development is set. When they take up residence in larger cities, wilders try to make up for their years of solitude by impressing others with their abilities.

Wilders recognize each other as fellow voyagers on the journey of personal discovery. They may feel kinship with others of their kind, but they are just as likely to throw down a challenge.

Races: Wilders are more likely to spring up among maenads than in any other race. Humans are a close second. Dromites, elves, halflings, gnomes, and xephs are usually incapable of putting themselves in the emotional moment required to trigger psionic ability—they prefer the more disciplined approaches of other classes. The wilder tradition is more akin to half-giant culture, and some few wilders are thus half-giants. Surprisingly enough, a small number of dwarves, rebelling against their society, find the abilities of the wilder quite appealing and fall into the class by accident.

Other creatures with psionic ability are somewhat more likely to become wilders than tgo take up any other psionic class.

Other Classes: While wilders are, on the one hand, turbulent individuals, on the other hand they enjoy dealing with others because they are happy to showcase their own prowess—through action or just through talk.

Role: A wilder is sometimes a front-line combatant, using her powers to boost her raw fighting ability. Other wilders prefer second-line positions, relying wholly on powers to contribute to a group's offensive capabilities.

GAME RULE INFORMATION

Wilders have the following game statistics.

Abilities: Charisma determines how powerful a power a wilder can manifest and how hard those powers are to resist. Dexterity provides a wilder with a better defense and with bonuses on some class skills. Strength helps a wilder's combat ability.

Alignment: Any.

Hit Die: d6.

Class Skills

The wilder's class skills (and the key ability for each skill) are Autohypnosis* (Wis), Balance (Dex), Bluff (Cha), Climb (Str), Concentration* (Con), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Knowledge (psionics)* (Int), Listen (Wis), Profession (Wis), Psicraft* (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

*See new skills and expanded uses of existing skills in Chapter 3 of this book. See Chapter 4 of the *Player's Handbook* for other skill descriptions.

Skill Points at 1st Level: (4 + Int modifier) × 4.

Skill Points at Each Additional Level: 4 + Int modifier.

TABLE 2–6: THE WILDER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/ Day	Powers Known	Maximum Power Level Known
1st	+0	+0	+0	+2	Wild surge +1, psychic enervation	2	1	1st
2nd	+1	+0	+0	+3	Elude touch	6	2	1st
3rd	+2	+1	+1	+3	Wild surge +2	11	2	1st
4th	+3	+1	+1	+4	Surging euphoria +1	17	3	2nd
5th	+3	+1	+1	+4	Volatile mind (1 power point)	25	3	2nd
6th	+4	+2	+2	+5		35	4	3rd
7th	+5	+2	+2	+5	Wild surge +3	46	4	3rd
8th	+6/+1	+2	+2	+6		58	5	4th
9th	+6/+1	+3	+3	+6	Volatile mind (2 power points)	72	5	4th
10th	+7/+2	+3	+3	+7		88	6	5th
11th	+8/+3	+3	+3	+7	Wild surge +4	106	6	5th
12th	+9/+4	+4	+4	+8	Surging euphoria +2	126	7	6th
13th	+9/+4	+4	+4	+8	Volatile mind (3 power points)	147	7	6th
14th	+10/+5	+4	+4	+9		170	8	7th
15th	+11/+6/+1	+5	+5	+9	Wild surge +5	195	8	7th
16th	+12/+7/+2	+5	+5	+10		221	9	8th
17th	+12/+7/+2	+5	+5	+10	Volatile mind (4 power points)	250	9	8th
18th	+13/+8/+3	+6	+6	+11		280	10	9th
19th	+14/+9/+4	+6	+6	+11	Wild surge +6	311	10	9th
20th	+15/+10/+5	+6	+6	+12	Surging euphoria +3	343	11	9th

Class Features

All the following are class features of the wilder.

Weapon and Armor Proficiency: Wilders are proficient with all simple weapons, with light armor, and with shields (except tower shields).

Power Points/Day: A wilder's ability to manifest powers is limited by the power points she has available. Her base daily allotment of power points is given on Table 2–6: The Wilder. In addition, she receives bonus power points per day if she has a high Charisma score (see Table 2–1: Ability Modifiers and Bonus Power Points). Her race may also provide bonus power points per day, as may certain feats and items.

Powers Known: A wilder begins play knowing one wilder power of your choice. At every even-numbered class level after 1st, she unlocks the knowledge of new powers.

Choose the powers known from the wilder power list. (*Exception:* The feats Expanded Knowledge, page 46, and Epic Expanded Knowledge, page 34, do allow a wilder to learn powers from the lists of other classes.) A wilder can manifest any power that has a power point cost equal to or lower than her manifester level.

The total number of powers a wilder can manifest in a day is limited only by her daily power points. In other words, a 9th-level wilder (with a total of 72 power points) could manifest a power costing 1 power point seventy-two times in one day, or a power costing 9 power points eight times in one day, or any combination of power point costs that does not exceed 72 power points in total.

A wilder simply knows her powers; they are ingrained in her mind. She does not need to prepare them (in the way that some spellcasters prepare their spells), though she must get a good night's sleep each day to regain all her spent power points.

The Difficulty Class for saving throws against wilder powers is 10 + the power's level + the wilder's Charisma modifier. For example, the saving throw against a 6th-level power has a DC of 16 + Cha modifier.

Maximum Power Level Known: A wilder begins play with the ability to learn 1st-level powers. As she attains higher levels, she may gain the ability to master more complex powers—for example, a 4th-level wilder can learn powers of 2nd level or lower, a 6th-level wilder can learn powers of 3rd level or lower, and so on.

To learn or manifest a power, a wilder must have a Charisma score of at least 10 + the power's level. For example, a wilder with a 16 Charisma can manifest powers of 6th level or lower.

Eulad the wilder

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Wild Surge (Su): A wilder can let her passion and emotion rise to the surface in a wild surge when she manifests a power. During a wild surge, a wilder gains phenomenal psionic strength, but may harm herself by the reckless use of her power (see Psychic Enervation, below).

A wilder can choose to invoke a wild surge whenever she manifests a power. When she does so, she gains +1 to her manifester level with that manifestation of the power. The manifester level boost gives her the ability to augment her powers to a higher degree than she otherwise could; however, she pays no extra power point for this wild surge. Instead, the additional 1 power point that would normally be required to augment the power is effectively supplied by the wild surge.

Level-dependent power effects are also improved, depending on the power a wilder manifests with her wild surge. This improvement in manifester level does not grant her any other benefits (psicrystal abilities do not advance, she does not gain higher-level class abilities, and so on).

She cannot use the Overchannel psionic feat (see page 49) and invoke her wild surge at the same time.

For example, Leila is a 3rd-level wilder who knows the power *mind thrust* (see page 120). She can normally spend a maximum of 3 power points to deal 3d10 points of damage with this power. If she invokes her wild surge when she manifests the power, she spends 3 power points to deal 4d10 points of damage (as if she were a 4th-level manifester, and thus able to spend up to 4 points on manifesting the power).

At 3rd level, a wilder can choose to boost her manifester level by two instead of one. At 7th level, she can boost her manifester level by up to three; at 11th level, by up to four; at 15th level, by up to five; and at 19th level, by up to six.

In all cases, the wild surge effectively pays the extra power point cost that is normally required to augment the power; only the unaugmented power point cost is subtracted from the wilder's power point reserve.

Psychic Enervation (Ex): Pushing oneself by invoking a wild surge is dangerous. Immediately following each wild surge, a wilder may be overcome by the strain of her effort. The chance of suffering psychic enervation is equal to 5% per manifester level added with the wild surge. For example, if, at 11th level, Leila uses wild surge to boost her manifester level by four, she has a 20% chance of suffering psychic enervation as a result.

A wilder who is overcome by psychic enervation is dazed until the end of her next turn and loses a number of power points equal to her wilder level.

Elude Touch (Ex): Starting at 2nd level, a wilder's intuition supersedes her intellect, alerting her to danger from touch attacks (including rays). She gains a bonus to Armor Class against all touch attacks equal to her Charisma bonus; however, her touch AC can never exceed her Armor Class against normal attacks.

Surging Euphoria (Ex): Starting at 4th level, when a wilder uses her wild surge ability, she gains a +1 morale bonus on attack rolls, damage rolls, and saving throws for a number of rounds equal to the intensity of her wild surge. For example, if Leila uses wild surge to boost her manifester level by two, her morale bonus would last for 2 rounds. (Even if she had the wild surge +4 ability, the fact that she boosted her manifester level by only two restricts the duration to 2 rounds.)

If a wilder is overcome by psychic enervation following her wild surge, she does not gain the morale bonus for this use of her wild surge ability.

At 12th level, the morale bonus on a wilder's attack rolls, damage rolls, and saving throws increases to +2. At 20th level, the bonus increases to +3.

Volatile Mind (Ex): A wilder's temperamental mind is hard to encompass with the discipline of telepathy. When any telepathy power is manifested on a wilder of 5th level or higher, the manifester of the power must pay 1 power point more than he otherwise would have spent.

The extra cost is not a natural part of that power's cost. It does not augment the power; it is simply a wasted power point. The wilder's volatile mind can force the manifester of the telepathy power to exceed the normal power point limit of 1 point per manifester level. If the extra cost raises the telepathy power's cost to more points than the manifester has remaining in his reserve, the power simply fails, and the manifester exhausts the rest of his power points.

At 9th level, the penalty assessed against telepathy powers manifested on a wilder is increased to 2 power points. At 13th level, the penalty increases to 3 power points, and at 17th level it increases to 4 power points.

As a standard action, a wilder can choose to lower this effect for 1 round (in the event, for instance, that a friend attempts to manifest a beneficial telepathy power on her).

MAENAD WILDER STARTING PACKAGE

Armor: Studded leather (+3 AC, armor check penalty –1, speed 30 ft., 20 lb.).

Weapons: Spear (1d6, 3 lb., one-handed, piercing).

Light crossbow (1d8, crit 19–20/×2, 80 ft., 4 lb., piercing).

Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Autohypnosis	4	Int	—
Bluff	4	Cha	—
Concentration	4	Con	—
Diplomacy	4	Cha	—
Intimidate	4	Cha	—
Sense Motive	4	Wis	—
Spot	4	Wis	—
Tumble	4	Dex	–1

Feat: Speed of Thought.

Power Known: *Mind thrust.*

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel. Ten candles, map case. Quiver with 20 bolts.

Gold: 4d6 gp.

EPIC-LEVEL PSIONIC CHARACTERS

Regardless of the method used to attain 21st level, once a character reaches that point, he or she is considered an epic character. Epic characters—those whose character level is 21st or higher—are handled slightly differently from nonepic characters. While they continue to gain most of the customary benefits of gaining levels, some benefits are replaced by alternative gains.

Despite the twenty-level limit indicated in the class tables earlier in this chapter, you can advance a psionic class beyond 20th level (see Epic Characters, page 208 of the *Dungeon Master's Guide*). You can also advance the level of a ten-level psionic prestige class beyond 10th level, but only if the character level of the advancing character is already 20th or higher. You cannot advance the level of a psionic class with fewer than ten levels beyond the maximum level described for that class, regardless of the character level of the advancing character.

Rules for figuring the epic save bonus, epic attack bonus, experience points, class skill max ranks, cross-class skill max ranks, and ability increases for epic-level characters are covered on page 206 of the *Dungeon Master's Guide*.

The *Dungeon Master's Guide* also presents the basic epic class features that any class gains upon advancing to 21st level and above, regardless of whether that class is psionic. Refer to that information, modifying it as follows.

- For manifesters, manifester level continues to increase after 20th level. Thus, a 23rd-level psion manifests as a 23rd-level character, while a 24th-level wilder's manifester level is also 24th. However, a manifester's power points and powers known at each level do not increase automatically after 20th level.
- The powers of psicrystals that are based on the creator's level continue to increase as their owner gains levels. For instance, a 23rd-level psion has a psicrystal with +11 natural armor and an Intelligence score of 17.
- Bonus feats for epic psionic classes can be chosen from among any epic feats for which the character meets the prerequisites (see page 34 of this book, page 209 of the *Dungeon Master's Guide*, or, for even more options, the *Epic Level Handbook*), or any psionic, metapsionic, or psionic item creation feat, as normal.

NO EPIC BONUS POWER PROGRESSION

Epic spellcasters must take a feat (Improved Spell Capacity) to gain spell slots that they can use for metamagic feats. Worse, they must take Improved Spell Capacity each time they wish to increase their metamagic cap! Manifesters already have the advantage of being able to spend power points on any augmentable power up to a number equal to their manifester level. Thus, a 25th-level psion can spend 25 power points on *mind thrust* to deal 25d10 points of damage without recourse to a single epic feat.

To help balance the power of epic psionic characters against epic spellcasters, epic psionic characters do not gain additional bonus power points above 20th level (see Table 2–1: Ability Modifiers and Bonus Power Points). They may still gain more power points as their key ability score increases. Psionic characters can take the Improved Manifestation feat, which grants them additional power points each time they take the feat. Epic manifesters can also take Epic Expanded Knowledge or Power Knowledge, which give them access to additional powers, and Epic Psionic Focus, which allows manifesters to use more than one metapsionic power each time they expend their psionic focus (see the Concentration skill description on page 37).

Epic Psion

To the epic psion, inner knowledge is literally power, and the quest for the expansion of hidden psionic abilities is never-ending. Ever more potent psionic power and even the creation of psionic artifacts are hallmarks of the epic psion.

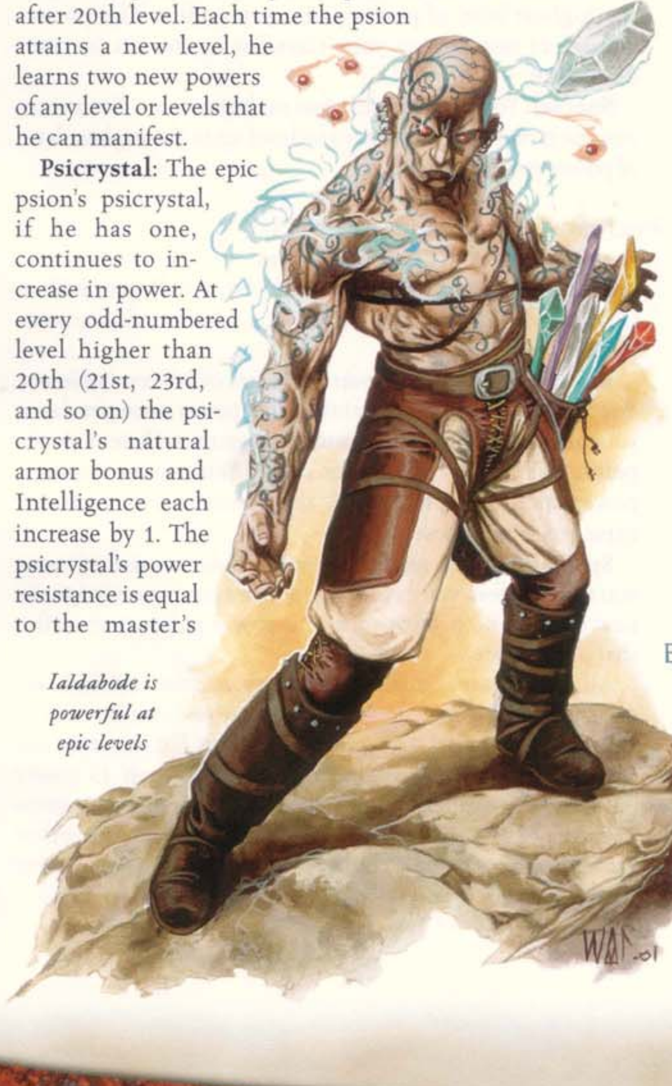
Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Powers: The psion's manifester level is equal to his class level. The psion's base power points do not increase after 20th level. Each time the psion attains a new level, he learns two new powers of any level or levels that he can manifest.

Psicrystal: The epic psion's psicrystal, if he has one, continues to increase in power. At every odd-numbered level higher than 20th (21st, 23rd, and so on) the psicrystal's natural armor bonus and Intelligence each increase by 1. The psicrystal's power resistance is equal to the master's level + 5. At 21st level and again every ten levels higher than 21st, the psicrystal gains the benefit of the Psicrystal Power epic feat for a power of its master's choice.

Bonus Feats: The epic psion gains a bonus feat every three levels higher than 20th (23rd, 26th, and so on).



Ialdabode is powerful at epic levels

Epic Psychic Warrior

The epic psychic warrior is a perfect meld of mental strength and martial prowess. All fear her psionically enhanced weapon.

Hit Die: d8.

Skill Points at Each Additional Level: 2 + Int modifier.

Powers: The psychic warrior's manifester level is equal to her class level. The psychic warrior's base power points do not increase after 20th level. The epic psychic warrior gains one new power of any level that she can manifest at every even-numbered level she attains higher than 20th (22nd, 24th, 26th, and so on).

Bonus Feats: The epic psychic warrior gains a bonus feat at 21st level and every three levels higher than 21st (24th, 27th, and so on).

Epic Soulknife

The epic soulknife is adept at channeling the entirety of his psychic might into the creation of an increasingly potent blade of mental energy.

Hit Die: d10.

Skill Points at Each Additional Level: 4 + Int modifier.

Mind Blade: At 25th level and every five levels thereafter, the soulknife gains an additional +1 enhancement bonus on attack rolls and damage rolls (+6 at 25th, +7 at 30th, and so on).

Mind Blade Enhancement: The epic soulknife's mind blade gains additional powers as the soulknife gains epic levels. At 22nd level and every four levels thereafter, the soulknife can improve the value of the weapon special abilities on his mind blade by 1 (+5 equivalent bonus at 22nd, +6 at 26th, and so on). As noted in the soulknife class description, reassigning qualities still takes 8 hours of concentration.

Psychic Strike: The epic soulknife's psychic strike progression continues past 20th level, continuing to grant an additional die (d8) of damage every four levels higher than 19th (+6d8 at 23rd, +7d8 at 27th, and so on).

Bonus Feats: The epic soulknife gains a bonus psionic feat every three levels higher than 20th (23rd, 26th, and so on).

Epic Wilder

The epic wilder's powers become even more volatile and unpredictable.

Hit Die: d6.

Skill Points at Each Additional Level: 4 + Int modifier.

Powers: The epic wilder's manifester level is equal to her class level. The wilder's power points and powers known do not increase after 20th level (except through the use of epic feats).

Wild Surge: The epic wilder's wild surge continues to increase after 20th level. At 23rd level and every four levels

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higher than 23rd, the wild surge continues to gain an additional +1 boost to manifester level when used (+7 at 23rd, +8 at 27th, and so on).

Surging Euphoria: The wilder's surging euphoria progression continues past 20th level. At 28th level and every eight levels higher than 28th, the morale bonus on her attack rolls, damage rolls, and saving throws increases by 1 (+4 at 28th, +5 at 36th, and so on).

Volatile Mind: The epic wilder's volatile mind ability continues to increase. At 21st level and every four levels higher than 21st, the penalty assessed against telepathy powers manifested on the wilder is increased by 1 power point (5 points at 21st, 6 points at 25th, and so on).

EPIC FEATS

The following feats are available only to epic psionic characters. Whenever an epic character gains a new feat, it can be one of those in Chapter 5 of the *Player's Handbook*, one of those described on pages 209 and 210 of the *Dungeon Master's Guide*, or one of the feats described below. (For general rules about psionic feats, see page 39.)

Epic Expanded Knowledge [EPIC, PSIONIC]

You learn another power.

Prerequisites: Character level 21st, ability to manifest powers of the normal maximum power level in at least one psionic class.

Benefit: You learn one additional power at any level up to the highest level of power you can manifest. You can choose any power, even one that is part of another discipline's list or another class's list.

Special: You can gain this feat multiple times. Each time, you learn one new power at any level up to the highest level of power you can manifest.

Epic Psionic Focus [EPIC, PSIONIC]

You can expend your psionic focus to greater effect.

Prerequisites: Character level 21st, ability to manifest powers of the normal maximum power level in at least one psionic class.

Benefit: When you expend your psionic focus, you can simultaneously use two feats that require a psionic focus to be expended, instead of just one. The feats must be stackable (for instance, Burrowing Power and Extend Power could both be used together on the same power). You must still spend the requisite power points required to use each metapsionic feat, and you cannot exceed the power point limit set by your manifester level.

Special: You can take this feat multiple times. Each time you do so, you can simultaneously use one additional feat that requires a psionic focus to be expended.

Improved Manifestation [EPIC, PSIONIC]

You increase your power point reserve.

Prerequisites: Character level 21st, ability to manifest powers of the normal maximum power level in at least one psionic class.

Benefit: When you select this feat, you gain 19 power points.

Special: You can gain this feat multiple times. Each time you do so, you gain an additional number of power points equal to your previous benefit +2.

Improved Metapsionics [EPIC, PSIONIC]

You can manifest powers using metapsionic feats more easily than normal.

Prerequisites: Character level 21st, four metapsionic feats, Psicraft 30 ranks.

Benefit: Metapsionic powers you manifest cost 2 power points less than normal (to a minimum of 1 power point). For instance, you could manifest a quickened power as a power that costs only 4 more power points rather than 6 more power points.

This feat has no effect on metapsionic powers that inflate the cost by only 2 power points.

Special: You can gain this feat multiple times. The effects stack, though you can't lower the cost of any metapsionic power to less than 1 power point.

Power Knowledge [EPIC, PSIONIC]

You add two additional powers to your list of powers known.

Prerequisites: Character level 21st, ability to manifest powers of the normal maximum power level in at least one psionic class.

Benefit: You learn two new powers of any level up to the highest level of power you can manifest. The powers you select must be on your class list or the list for your discipline.

Special: You can gain this feat multiple times. Each time, you learn two new powers at any level up to the highest level of power you can manifest.

Psicrystal Power [EPIC, PSIONIC]

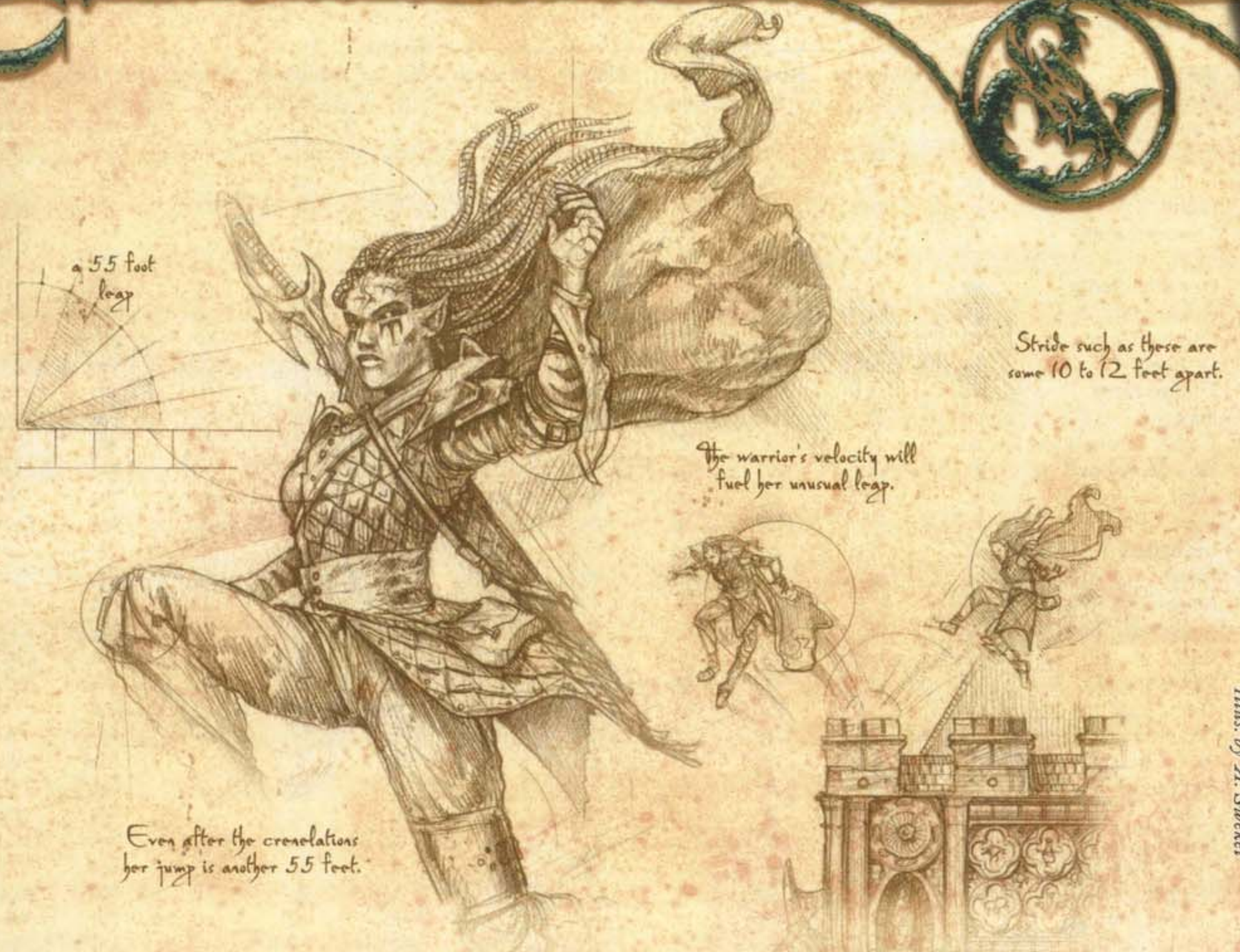
Your psicrystal can manifest a power.

Prerequisites: Character level 21st, Intelligence 25 or Charisma 25 (depending on which is your key ability score for manifesting).

Benefit: Choose one power you know of 8th level or lower. Your psicrystal can now manifest this power once per day at your manifester level (the psicrystal gains sufficient power points to manifest the power once). You cannot bestow a power upon your psicrystal if the power normally has any experience point cost.

Special: You can gain this feat multiple times. Each time you take the feat, you can give your psicrystal knowledge of a new power (and it gains sufficient power points to manifest that power once).

All power points gained by a psicrystal from multiple applications of this feat go into its reserve and can be used to manifest the powers it knows as you desire. For instance, you can give your psicrystal an 8th-level power (cost 15 power points) and a 4th-level power (cost 7 power points). It gains a reserve of 22 power points, which it could use to manifest each power once, or it could manifest the 4th-level power three times.


a 55 foot leap
Stride such as these are some 10 to 12 feet apart.
The warrior's velocity will fuel her unusual leap.
Even after the crenelations her jump is another 55 feet.

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Psionic characters, for the most part, rely on the same skills as other D&D characters. A few skills, however, are used in different ways by psionic characters, and the first section of this chapter also introduces a couple of new skills related to psionic capabilities.

The bulk of this chapter is devoted to descriptions of eighty new feats, most of which are usable only by psionic characters.

SKILLS AND PSIONICS

The following section covers new psionics-related skills and existing skills that are used in new ways by psionic characters.

Table 3–1: Skill Points per Level summarizes the skill points gained by the classes described in Chapter 2 of this book. Table 3–3: Skills, on the following page, provides a complete list of all skills described in the *Player's Handbook*, along with new skills introduced in this book, and indicates which skills are class skills for the classes described in Chapter 2 of this book.

Skill Synergy

As described in the *Player's Handbook* (see Skill Synergy on page 66), in general, having 5 or more ranks in one skill gives you a +2 bonus on skill checks with its synergistic skills. Table 3–2: Skill Synergies indicates the synergies that apply to skills discussed in this chapter.

Table 3–1: Skill Points per Level

Class	1st-Level Skill Points*	Higher-Level Skill Points**
Psion	(2 + Int modifier) × 4	2 + Int modifier
Psychic warrior	(2 + Int modifier) × 4	2 + Int modifier
Soulknife	(2 + Int modifier) × 4	2 + Int modifier
Wilder	(4 + Int modifier) × 4	4 + Int modifier

*Humans add +4 to this total at 1st level.
**Humans add +1 each level.

Table 3–2: Skill Synergies

5 or more ranks in. . .	Gives a +2 bonus on. . .
Autohypnosis	Knowledge (psionics) checks
Concentration	Autohypnosis checks
Knowledge (psionics)	Psicraft
Psicraft	Use Psionic Device checks involving power stones
Use Psionic Device	Psicraft checks to address power stones

SKILL DESCRIPTIONS

The skills covered in this chapter relate to the use of psionics. In addition to three new skills (Autohypnosis, Psicraft, and Use Psionic Device), a new category is provided for the Knowledge skill, and new uses are given for Concentration.

The skill descriptions here follow the standard format as defined in the *Player's Handbook*.

TABLE 3–3: SKILLS

	Psion						Psychic				Key
Skill	Egoist	Kineticist	Nomad	Seer	Shaper	Telepath	Warrior	Soulknife	Wilder	Untrained	Ability
Appraise	cc	cc	cc	cc	cc	cc	cc	cc	cc	Yes	Int
Autohypnosis*	C	C	cc	cc	cc	cc	C	C	C	No	Wis
Balance	C	cc	cc	cc	cc	cc	cc	cc	C	Yes	Dex**
Bluff	cc	cc	cc	cc	C	C	cc	cc	C	Yes	Cha
Climb	cc	cc	C	cc	cc	cc	C	C	C	Yes	Str**
Concentration*	C	C	C	C	C	C	C	C	C	Yes	Con
Craft	C	C	C	C	C	C	C	C	C	Yes	Int
Decipher Script	cc	cc	cc	cc	cc	cc	cc	cc	cc	No	Int
Diplomacy	cc	cc	cc	cc	cc	C	cc	cc	cc	Yes	Cha
Disable Device	cc	C	cc	cc	cc	cc	cc	cc	cc	No	Int
Disguise	cc	cc	cc	cc	C	cc	cc	cc	cc	Yes	Cha
Escape Artist	cc	cc	cc	cc	cc	cc	cc	cc	C	Yes	Dex**
Forgery	cc	cc	cc	cc	cc	cc	cc	cc	cc	Yes	Int
Gather Information	cc	cc	cc	C	cc	C	cc	cc	cc	Yes	Cha
Handle Animal	cc	cc	cc	cc	cc	cc	cc	cc	cc	No	Cha
Heal	C	cc	cc	cc	cc	cc	cc	cc	cc	Yes	Wis
Hide	cc	cc	cc	cc	cc	cc	cc	C	cc	Yes	Dex**
Intimidate	cc	C	cc	cc	cc	cc	cc	cc	C	Yes	Cha
Jump	cc	cc	C	cc	cc	cc	C	C	cc	Yes	Str*
Knowledge (psionics)*	C	C	C	C	C	C	C	C	C	No	Int
Knowledge (any other)	C	C	C	C	C	C	cc	cc	cc	No	Int
Listen	cc	cc	cc	C	cc	cc	cc	cc	C	No	Wis
Move Silently	cc	cc	cc	cc	cc	cc	cc	C	cc	Yes	Dex**
Open Lock	cc	cc	cc	cc	cc	cc	cc	cc	cc	No	Dex
Perform	cc	cc	cc	cc	cc	cc	cc	cc	cc	Yes	Cha
Profession	C	C	C	C	C	C	C	C	C	No	Wis
Psicraft*	C	C	C	C	C	C	cc	cc	C	No	Int
Ride	cc	cc	C	cc	cc	cc	C	cc	cc	Yes	Dex
Search	cc	cc	cc	cc	cc	cc	cc	cc	cc	Yes	Int
Sense Motive	cc	cc	cc	cc	cc	C	cc	cc	C	Yes	Wis
Sleight of Hand	cc	cc	cc	cc	cc	cc	cc	cc	cc	No	Dex**
Speak Language	cc	cc	cc	cc	cc	cc	cc	cc	cc	No	None
Spellcraft	cc	cc	cc	cc	cc	cc	cc	cc	cc	No	Int
Spot	cc	cc	cc	C	cc	cc	cc	C	C	Yes	Wis
Survival	cc	cc	C	cc	cc	cc	cc	cc	cc	Yes	Wis
Swim	cc	cc	C	cc	cc	cc	C	cc	C	Yes	Str†
Tumble	cc	cc	cc	cc	cc	cc	cc	C	C	No	Dex**
Use Magic Device	cc	cc	cc	cc	cc	cc	cc	cc	cc	No	Cha
Use Psionic Device*	cc	cc	cc	cc	C	cc	cc	cc	cc	No	Cha
Use Rope	cc	cc	cc	cc	cc	cc	cc	cc	cc	Yes	Dex

* Skill described in this chapter (all other skills are described in *Player's Handbook*).
** Armor check penalty applies to checks.
† Double the normal armor check penalty applies to checks.

AUTOHYPNOSIS (WIS; TRAINED ONLY)

You have trained your mind to gain mastery over your body and the mind's own deepest capabilities.

Check: The DC and the effect of a successful check depend on the task you attempt.

Task	DC
Ignore caltrop wound	18
Memorize	15
Resist dying	20
Resist fear	Fear effect DC
Tolerate poison	Poison's DC
Willpower	20

Ignore Caltrop Wound: If you are wounded by stepping on a caltrop, your speed is reduced to one-half normal. A successful Autohypnosis check removes this movement penalty. The wound doesn't go away—it is just ignored through self-persuasion.

Memorize: You can attempt to memorize a long string of numbers, a long passage of verse, or some other particularly difficult piece of information (but you can't memorize magical writing or similarly exotic scripts). Each successful check allows you to memorize a single page of text (up to 800 words), numbers, diagrams, or sigils (even if you don't recognize their meaning). If a document is longer than one page, you can make additional checks for each additional page. You always retain this information; however, you can recall it only with another successful Autohypnosis check.

Resist Dying: You can attempt to subconsciously prevent yourself from dying. If you have negative hit points and are losing hit points (at 1 per round, 1 per hour), you can substitute a DC 15 Autohypnosis check for your d% roll to see if you become stable. If the check is successful, you stop losing hit points (you do not gain any hit points, however, as a result of the check). You can substitute this check for the d% roll in later rounds if you are initially unsuccessful.

Resist Fear: In response to any fear effect, you make a saving throw normally. If you fail the saving throw, you can make an Autohypnosis check on your next round even while overcome by fear. If your autohypnosis check meets or beats the DC for the fear effect, you shrug off the fear. On a failed check, the fear affects you normally, and you gain no further attempts to shrug off that particular fear effect.

Tolerate Poison: You can choose to substitute an Autohypnosis check for a saving throw against any standard poison's secondary damage or effect. This skill has no effect on the initial saving throw against poison.

Willpower: If reduced to 0 hit points (disabled), you can make an Autohypnosis check. If successful, you can take a normal action while at 0 hit points without taking 1 point of damage. You must make a check for each strenuous action you want to take. A failed Autohypnosis check in this circumstance carries no direct penalty—you can choose not to take the strenuous action and thus avoid the hit point loss. If you do so anyway, you drop to –1 hit points, as normal when disabled.

Action: None. Making an Autohypnosis check doesn't require an action; it is either a free action (when attempted reactively) or part of another action (when attempted actively).

Try Again: Yes, for memorize and willpower uses, though a success doesn't cancel the effects of a previous failure. No for the other uses.

Synergy: If you have 5 or more ranks in Autohypnosis, you get a +2 bonus on Knowledge (psionics) checks.

If you have 5 or more ranks in Concentration, you get a +2 bonus on Autohypnosis checks.

CONCENTRATION (CON)

You are particularly good at focusing your mind. In addition to the uses of this skill covered in the *Player's Handbook*, Concentration can be used in the following manner.

Check: You must make a Concentration check whenever you might potentially be distracted (by taking damage, by harsh weather, and so on) while engaged in some action that requires your full attention. Such actions include manifesting a power, concentrating on an active power (such as *energy current*), directing a power (such as *psionic levitate*), or using a psi-like ability (such as a dromite's *energy ray*).

If the Concentration check succeeds, you can continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of manifesting a power, the power points are lost (see Manifesting Powers, page 53). If you were concentrating on an active power, the power ends as if you had ceased concentrating on it. If you were directing a power, the direction fails but the power remains active. If you were using a psi-like ability, that use of the ability is lost.

The table below summarizes various types of distractions that cause you to make a Concentration check. If the distraction occurs while you are trying to manifest a power, you must add the level of the power you are trying to manifest to the appropriate Concentration DC.

Concentration DC[1]	Distraction
10 + damage dealt	Damaged during the action.[2]
10 + half of continuous damage last dealt	Taking continuous damage during the action.[3]
15 + power level	Attempting to manifest a power without its display.
15	Entangled.
Distracting power's save DC	Distracted by nondamaging power.[4]
20	Gain psionic focus.
20	Grappling or pinned. (You can manifest powers normally unless you fail your Concentration check.)
Distracting power's save DC	Weather caused by power, such as *control air*.[4]

[1] If you are trying to manifest, concentrate on, or direct a power when the distraction occurs, add the level of the power to the indicated DC.

[2] Such as during the manifestation of a power with a manifesting time of 1 round or more. Also from an attack of opportunity or readied attack made in response to the power being manifested (for powers with a manifesting time of 1 action) or the action being taken (for activities requiring no more than a full-round action).

[3] Such as from standing in natural fire or lava.

[4] If the power allows no save, use the save DC it would have if it did allow a save.

Gain Psionic Focus: Merely holding a reservoir of psionic power points in mind gives psionic characters a special energy. Psionic characters can put that energy to work without actually paying a power point cost—they can become psionically focused as a special use of the Concentration skill.

If you have 1 or more power points available, you can meditate to attempt to become psionically focused. The DC to become psionically focused is 20. Meditating is a full-round action that provokes attacks of opportunity.

When you are psionically focused, you can expend your focus on any single Concentration check you make thereafter. When you expend your focus in this manner, your Concentration check is treated as if you rolled a 15. It's like taking 10, except that the number you add to your Concentration modifier is 15. You can also expend your focus to gain the benefit of a psionic feat—many psionic feats are activated in this way.

Once you are psionically focused, you remain focused until you expend your focus, become unconscious, or go to sleep (or enter a meditative trance, in the case of elans), or until your power point reserve drops to 0.

Action: Usually none. In most cases, making a Concentration check doesn't require an action; it is either a free action (when attempted reactively) or part of another action (when attempted actively). Meditating to gain psionic focus is a full-round action.

Try Again: Yes, though a success doesn't cancel the effects of a previous failure, such as the loss of the power points for a power being manifested or the disruption of a power being concentrated on.

Special: You can use Concentration to manifest a power or use a psi-like ability defensively, so as to avoid attacks of opportunity altogether. The DC of the check is 15 + the power's level. If the Concentration check succeeds, you can manifest normally without provoking any attacks of opportunity. If the Concentration check fails, the power also automatically fails and the power points are wasted, just as if your concentration had been disrupted by a distraction.

A character with the Combat Manifestation feat (see page 44) gets a +4 bonus on Concentration checks made to manifest a power or use a psi-like ability while on the defensive or while grappling or pinned.

Synergy: If you have 5 or more ranks in Concentration, you get a +2 bonus on Autohypnosis checks.

KNOWLEDGE (PSIONICS) (INT)

Like the Craft and Profession skills, Knowledge actually encompasses a number of unrelated skills. This entry specifically relates to the body of lore dealing with the phenomena of psionics in all its many manifestations; see page 78 of the *Player's Handbook* for other Knowledge categories and for guidelines on making Knowledge checks.

Knowledge (psionics) covers ancient mysteries, psionic traditions, psychic symbols, cryptic phrases, astral constructs, and psionic races. You can use this skill to identify psionic monsters and their special powers or vulnerabilities.

Synergy: If you have 5 or more ranks in Knowledge (psionics), you get a +2 bonus on Psicraft checks.

If you have 5 or more ranks in Autohypnosis, you get a +2 bonus on Knowledge (psionics) checks.

Untrained: An untrained Knowledge (psionics) check is simply an Intelligence check. Without actual training, you know only common knowledge (DC 10 or lower).

PSICRAFT (INT; TRAINED ONLY)

Use this skill to identify powers as they are manifest or powers already in place.

Check: You can identify powers and psionic effects. The DCs for Psicraft checks relating to various tasks are summarized on the table below.

Psicraft DC	Task
15 + power level	Identify a power being manifested. (You must sense the power's display, or see some visible effect, to identify a power.) No action required. No retry.
15 + power level	When manifesting detect psionics, determine the discipline involved in the aura of a single item or creature you can see. (If the aura is not a power effect, the DC is 15 + 1/2 manifester level.) No action required.
15 + power level	Address a power stone to figure out what power or powers it contains.
20 + power level	Identify a power that's already in place and in effect. You must be able to see or detect the effects of the power. No action required. No retry.
20 + power level	Identify materials created or shaped by psionics, such as noting that a particular object was created using a metacreativity power. No action required. No retry.
25 + power level	After rolling a saving throw against a power targeted on you, determine what that power was. No action required. No retry.
25	Identify a psionic tattoo. Requires 1 minute. No retry.
20	Draw a diagram to enhance manifestation of psionic dimensional anchor on a summoned creature. Requires 10 minutes. No retry. The DM makes this check.
30 or higher	Understand a strange or unique psionic effect, such as the effects of an outcrop of psionically resonant crystal. Time required varies. No retry.

Additionally, certain powers allow you to gain information about psionic effects, provided that you make a successful Psicraft check as detailed in the power description. (For example, see the *detect psionics* power, page 91.)

Action: Varies, as noted above.

Try Again: See above.

Special: A psion gains a +2 bonus on Psicraft checks when dealing with a power or effect from his discipline.

If you have the Psionic Affinity feat, you get a +2 bonus on Psicraft checks.

Synergy: If you have 5 or more ranks in Psicraft, you get a +2 bonus on Use Psionic Device checks related to power stones.

If you have 5 or more ranks in Use Psionic Device, you get a +2 bonus on Psicraft checks to address power stones.

USE PSIONIC DEVICE (CHA; TRAINED ONLY)

Use this skill to activate psionic devices, including power stones (chunks of crystal that store specific powers) and dorjes (slender crystal wands charged with several uses of the same power), that otherwise you could not activate.

Check: You can use this skill to address a power stone (to learn what powers are encoded on it) or to activate a psionic item. This skill lets you use a psionic item as if you had the manifesting ability or class features of another class, as if you were a different race, or as if you were a different alignment.

You make Use Psionic Device checks each time you activate a device such as a dorje. If you are using the check to emulate an alignment or some other quality in an ongoing manner, you need to make the relevant emulation checks once per hour.

You must consciously choose what to emulate. That is, you must know what you are trying to emulate when you make an emulation check. The DCs for various tasks involving Use Psionic Device are summarized on the table below.

Use Psionic Device DC	Task
25	Activate blindly
25 + power level	Address a power stone
See text	Emulate an ability score
30	Emulate an alignment
20	Emulate a class feature
25	Emulate a race
20	Use a dorje
20 + manifester level	Use a power stone

Activate Blindly: Some psionic items are activated by special specific thoughts or conceptions. You can activate such items as if you were using the activation method, even if you're not and even if you don't know it. You do have to use something equivalent. You have to wave the item around or otherwise attempt to get it to activate. You get a special +2 bonus if you've activated the item at least once before.

If you fail the check by 10 or more, you suffer brainburn. This brainburn affects you in the same way as brainburn that can occur when you attempt to manifest a power from a power stone (see page 168), except that the damage is 1d4 points per power level instead of 1d6. Brainburn damage from activating blindly is in addition to brainburn damage from manifesting a power from a power stone.

Address a Power Stone: Successfully addressing a power stone allows you to find out what power or powers it contains. Doing this requires 1 minute of concentration.

Emulate an Ability Score: To manifest a power from a power stone, you need a high ability score in the appropriate ability (Intelligence for a psion, for instance). Your effective ability score (appropriate to the class you're emulating when you try to manifest the power from the power stone) is your check result minus 15. If you already have a high enough score in the appropriate ability, you don't need to make this check.

Emulate an Alignment: Some psionic items have positive or negative effects based on your alignment. Use Psionic Device lets you use these items as if you were of an alignment of your choice. You can emulate only one alignment at a time.

Emulate a Class Feature: Sometimes you need to use a class feature to activate a psionic item. Your effective level in the emulated class equals your check result minus 20.

This skill does not let you use the class feature of another class. It just lets you activate items as if you had the class feature.

If the class whose feature you are emulating has an alignment requirement, you must meet it, either honestly or by emulating an appropriate alignment as a separate check (see above).

Emulate a Race: Some psionic items work only for certain races, or work better for those of certain races. You can use such an item as if you were a race of your choice. You can emulate only one race at a time.

Use a Dorje: Normally, to use a dorje, you must have the dorje's power on your class power list. This use of the skill allows you to use a dorje as if you had a particular power on your class power list. This use of the skill applies to other power trigger psionic items, if applicable.

Use a Power Stone: Normally, to manifest a power from a power stone, you must have the power stone's power on your class power list. This use of the skill allows you to use a power stone as if you had a particular power on your class power list. The DC is equal to 20 + the manifester level of the power you are trying to manifest from the power stone. For instance, to manifest a 2nd-level psion power from a power stone, you would need to roll a 23 or higher since the manifester level for a 2nd-level psion power is 3rd level. *Note:* Before you use a power stone, you must first have addressed it to determine what powers it contains.

In addition, manifesting a power from a power stone requires a minimum score (10 + power level) in the appropriate ability. If you don't have a high enough score, you must emulate the ability score with a separate check (see above).

This use of the skill applies to other power completion psionic items.

Action: None. The Use Psionic Device check is made as part of the action (if any) required to activate the psionic item. (See page 158 for discussions of how psionic items are normally activated.)

Try Again: Yes, but if you ever roll a natural 1 while attempting to activate an item and you fail, you can't try to activate it again for a day.

Special: You cannot take 10 with this skill.

You can't aid another on Use Psionic Device checks. Only the user of the item can attempt such a check.

A character with the Psionic Affinity feat gets a +2 bonus on Use Psionic Device checks.

Synergy: If you have 5 or more ranks in Psicraft, you get a +2 bonus on Use Magic Device checks related to power stones.

If you have 5 or more ranks in Use Psionic Device, you get a +2 bonus on Psicraft checks to address power stones.

FEATS AND PSIONICS

Like nonpsionic characters, practitioners of the mental arts rely on feats to improve their powers, expand their abilities, and unlock hidden potential. Following are descriptions of dozens of psionic-related feats, as well as a few new general feats .

The following section introduces several new kinds of feats. Psionic feats can be taken only by psionic characters and creatures. Item creation feats allow manifesters to create psionic items of all sorts. Metapsionic feats let psionic characters manifest powers with greater effect. Each of these new feat types is explained in greater detail below.

PSIONIC FEATS

Psionic feats are available only to characters and creatures with the ability to manifest powers. (In other words, they either have a power point reserve or have psi-like abilities.)

Because psionic feats are supernatural abilities—a departure from the general rule that feats do not grant supernatural abilities—they cannot be disrupted in combat (as powers can be) and generally do not provoke attacks of opportunity (except as noted in their descriptions). Supernatural abilities are not subject to power resistance and cannot be dispelled; however, they do not function in areas where psionics is suppressed, such as a *null psionics field*. Leaving such an area immediately allows psionic feats to be used.

Many psionic feats can be used only when you are psionically focused; others require you to expend your psionic focus to gain their benefit. Expending your psionic focus does not require an action; it is part of another action (such as using a feat). When you expend your psionic focus, it applies only to the action for which you expended it. For example, if you use the Deep Impact feat (which requires you to expend your psionic focus), you cannot use the Psionic Weapon feat for the same attack, because you expended your focus to use Deep Impact. See the Concentration skill description earlier in this chapter for information on gaining your psionic focus.

PSIONIC ITEM CREATION FEATS

Manifesters can use their personal power to create lasting psionic items. Doing so, however, is draining. A manifester must put a little of himself or herself into every psionic item he or she creates. Psionic items are described in Chapter 7.

A psionic item creation feat lets a manifester create a psionic item of a certain type. Regardless of the type of items they involve, the various item creation feats all have certain features in common.

XP Cost: Power and energy that the manifester would normally keep is expended when making a psionic item. The experience point cost of using a psionic item creation feat equals 1/25 the cost of the item in gold pieces (see Chapter 7 for item costs). A character cannot spend so much XP on an item that he or she loses a level. However, upon gaining enough XP to attain a new level, he or she can immediately expend XP on creating an item rather than keeping the XP to advance a level.

Raw Materials Cost: Creating a psionic item requires costly components, most of which are consumed in the process. The cost of these materials equals 1/2 the cost of the item.

Using a psionic item creation feat also requires access to a laboratory or psionic workshop, special tools, and other equipment. A character generally has access to what he or she needs unless unusual circumstances apply (such as if he's traveling far from home).

Time: The time to create a psionic item depends on the feat and the cost of the item. The minimum time is one day.

Item Cost: Craft Dorje, Imprint Stone, and Scribe Tattoo create items that directly reproduce the effects of powers, and the strength of these items depends on their manifester level—that is, a power from such an item has the strength it would have if manifested by a manifester of that level.

Often, that is the minimum manifester level necessary to manifest the power. (Randomly discovered items usually follow this rule.) However, when making such an item, the item's strength can be set higher than the minimum. Any time a character creates an item using a power augmented by spending additional power points, the character's effective manifester level for the purpose of calculating the item's cost increases by 1 for each 1 additional power point spent. (Augmentation is a feature of many powers that allows the power to be amplified in various ways if additional power points are spent, as described on page 69.) All other level-dependent parameters of the power forged into the item are set according to the effective manifester level.

For example, a *dorje of concussion blast* created without augmentation is a 2nd-level power that deals 1d6 points of damage with a base save DC of 12, requiring a minimum manifester level of 3rd. If a dorje is crafted with *concussion blast* augmented by spending 6 additional power points, the minimum effective manifester level for the purpose of determining cost would be 6th (the power level remains unchanged at 2nd), and the dorje would create concussive blasts that deal 5d6 points of damage with a base save DC of 15 (see the Augment section of this power description, page 85). All manifester level-dependent effects of the power are enhanced—in this case, the range of *concussion blast* increases from 130 to 160 feet.

The price of psionic items (and thus the XP cost and the cost of the raw materials) depends on the level of the power and a character's manifester level. The character's manifester level must be high enough that the item creator can manifest the power at the chosen level. To find the final price in each case, multiply the character's manifester level by the power level, then multiply the result by a constant, as shown below.

Power Stones:
Base price = power level × manifester level × 25 gp
Psionic Tattoos:
Base price = power level × manifester level × 50 gp
Dorjes:
Base price = power level × manifester level × 750 gp

Extra Costs: Any dorje, power stone, or psionic tattoo that stores a power with an XP cost also carries a commensurate cost. For psionic tattoos and power stones, the creator must pay the XP cost when creating the item. For a dorje, the creator must pay fifty times the XP cost.

Some psionic items similarly incur extra costs in XP, as noted in their descriptions.

METAPSIONIC FEATS

As a manifester's knowledge of psionics grows, he can learn to manifest powers in ways slightly different from how the powers were originally designed or learned. For example, a manifester can learn how to manifest a power so that it lasts longer than normal, deals more damage than normal, or is improved in some other way. Of course, manifesting a power while using a metapsionic feat is more expensive than manifesting the power normally.

Manifesting Time: Powers manifested using metapsionic feats take the same time as manifesting the powers normally unless the feat description specifically says otherwise, such as with Quicken Power.

BEHIND THE CURTAIN: PSIONIC FEATS

Psionic feats are special. Only psionic characters and psionic creatures can acquire them. Why? Because all psionic feats, to one degree or another, require residual or direct psionic energy to function. Any character can use Combat Reflexes or Power Attack (feats found in the *Player's Handbook*). Not so with feats such as Fell Shot, which are directly empowered by the mental energy resident in a psionic creature. A nonpsionic character could, in theory, take Psionic Fist, but without psionic energy to fuel it, the feat is worthless.

Some psionic feats may seem outrageously powerful at first glance. Don't worry, though: Potent psionic feats such as Fell Shot have been carefully balanced against the powers available to the characters who use it. Like the monk's spiritual energy, *ki*, psionic capacity allows you to push the limits of your physical abilities—and sometimes, to go beyond them.

Manifestation Cost: To use a metapsionic feat, a psionic character must both expend his psionic focus (see the Concentration skill description earlier in this chapter) and pay an increased power point cost as given in the feat description. For example, applying the Chain Power feat to a power increases the power's cost by 6 power points.

Limits on Use: As with all powers, you cannot spend more power points on a power than your manifester level. Metapsionic feats merely let you manifest powers in different ways; they do not let you violate this rule.

Effects of Metapsionic Feats on a Power: In all ways, a metapsionic power operates at its original power level, even though it costs additional power points. The modifications to a power made by a metapsionic feat have only their noted effect on the power. A manifester can't use a metapsionic feat to alter a power being cast from a power stone, dorje, or other device.

Manifesting a power modified by the Quicken Power feat does not provoke attacks of opportunity.

Some metapsionic feats apply only to certain powers, as described in each specific feat entry.

Psionic Items and Metapsionic Powers: With the right psionic item creation feat, you can store a metapsionic power in a power stone, psionic tattoo, or dorje. Level limits for psionic tattoos apply to the power's higher metapsionic level. Thus, a 3rd-level power modified with the Empower Power feat could not be stored in a psionic tattoo, because the power would be equivalent to a 5th-level power for the purpose of limiting manifestation, and a psionic tattoo can hold a power of only up to 3rd level.

A character doesn't need the appropriate metapsionic feat to activate an item in which a metapsionic power is stored, but does need the metapsionic feat to create such an item.

FEAT DESCRIPTIONS

These feat descriptions follow the standard format.

ALIGNED ATTACK [PSIONIC]

Your melee or ranged attack overcomes your opponent's alignment-based damage reduction and deals additional damage.

Prerequisite: Base attack bonus +6.

Benefit: When you take this feat, choose either chaos, good, evil or law. (Your choice must match one of your alignment components; for example, if you are lawful good, you can choose either lawful or good, but not chaotic or evil). Once you've made this alignment choice, it cannot be changed.

To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). When you make a successful melee or ranged attack, you deal an extra 1d6 points of damage, and your attack is treated as either a good, evil, chaotic, or lawful attack (depending on your original choice) for the purpose of overcoming damage reduction.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

ANTIPSIONIC MAGIC [GENERAL]

Your spells are more potent when used against psionic characters and creatures.

Prerequisite: Spellcraft 5 ranks.

Benefit: You get a get a +2 bonus on caster level checks made to overcome a psionic creature's power resistance. This bonus stacks with the bonus conferred by Spell Penetration and Greater Spell Penetration. Moreover, whenever a psionic creature attempts to dispel a spell you cast, it makes its manifester level check against a DC of 13 + its manifester level.

The benefits of this feat apply only to power resistance. The bonus does not apply to spell resistance. This is an exception to the psionics–magic transparency rule (see page 55).

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

AUTONOMOUS [GENERAL]

You have a knack for psionic self-sufficiency.

Benefit: You get a +2 bonus on all Autohypnosis checks and Knowledge (psionics) checks.

BODY FUEL [PSIONIC]

You can expand your power point total at the expense of your health.

Benefit: You can recover 2 power points by taking 1 point of ability burn damage (see page 67) to each of your three ability scores: Strength, Dexterity, and Constitution. You can recover additional power points for a proportional cost; for example, you could choose to recover 6 power points by taking 3 points of ability burn damage

POWER POINT LIMIT

It's a basic rule that a psionic character can't spend more power points on a power than he has manifester levels. That power point limit includes any additional costs due to augmentation or the use of metapsionic feats.

For instance, a 14th-level psion manifesting a 5th-level power that cost 9 power points and deals 9d6 points of damage can choose to augment the power by spending 5 additional power points, for a power with a total cost of 14 power points that deals 14d6 points of damage. Or he could manifest the power using the Maximize Power feat, paying 4 power points for the metapsionic effect, for a power with a total cost of 13 points that deals 54 points of damage. He can't do both, however, since the total cost of the power would be higher than his limit of 14 points.

He could, however, remain within his limit by using the Empower Power feat (increasing the cost by 2) and then augmenting the power with 3 additional power points, for a power with a total cost of 14 power points that deals 16d6 points of damage.

TABLE 3–4: FEATS

General Feats	Prerequisites	Benefit
Antipsionic Magic[4]	Spellcraft 5 ranks	Spells against psionic creatures are more potent
Autonomous	—	+2 bonus on Autohypnosis and Knowledge (psionics) checks
Chaotic Mind[4]	Chaotic alignment, Cha 15	Psionic insight bonuses of foes are nullified
Cloak Dance	Hide 10 ranks, Perform (dance) 2 ranks	Spend an action to gain concealment
Closed Mind[4]	—	Gain resistance to all psionic power
Deadly Precision	Dex 15, base attack bonus +5	Reroll 1s on sneak attack dice
Force of Will[4]	Iron Will	Make a Will save instead of Fort or Ref against psionic powers
Greater Manyshot[3]	Dex 17, Manyshot, Point Blank Shot, Rapid Shot, base attack bonus +6	Shoot 2 or more arrows simultaneously, even at separate targets
Hostile Mind[4]	Cha 15	Automatically deal damage to telepathic foes
Mental Resistance[4]	Base Will save bonus +2	Gain mental resistance to some damaging powers
Mind over Body	Con 13	Heal ability damage more quickly
Open Minded	—	+5 skill points
Psionic Affinity	—	+2 bonus on Psicraft and Use Psionic Device checks
Psionic Hole[4]	Con 15	Drain away psionic foes' focus and power points
Rapid Metabolism	Con 13	Heal hit points more quickly
Reckless Offense	Base attack bonus +1	Take –4 AC to gain +2 melee attack bonus
Sidestep Charge	Dex 13, Dodge	+4 bonus to AC against a charging foe
Stand Still	Str 13	Attack of opportunity stops foe's movement
Wild Talent	—	Gain psionic ability and 2 power points

Psionic Feats	Prerequisites	Benefit
Aligned Attack[1]	Base attack bonus +6	Attack gains alignment, +1d6 damage
Boost Construct	—	Astral construct gains additional ability
Combat Manifestation	—	+4 bonus on Concentration checks for defensive manifestation
Expanded Knowledge	Manifester level 3rd	Add one new power to powers known
Focused Sunder[1]	Str 13, Power Attack, Improved Sunder	Ignore 1/2 hardness of foe's weapon
Ghost Attack[2]	Base attack bonus +3	Ignore incorporeal miss chance on critical hit
Inquisitor[1]	Wis 13	+10 bonus on Sense Motive checks to oppose Bluff
Mental Leap[1]	Str 13, Jump 5 ranks	+10 bonus on Jump checks
Metamorphic Transfer	Wis 13, manifester level 5th	Assume one supernatural ability of alternate form
Narrow Mind	Wis 13	+4 bonus on Concentration checks to become psionically focused
Overchannel	—	Take damage to increase your manifester level
Talented[1]	Overchannel	Take no damage from overchanneling some powers
Body Fuel	Overchannel, Talented	Take ability burn to gain power points
Power Penetration[1]	—	+4 bonus to defeat power resistance
Greater Power Penetration[1]	Power Penetration	+8 total bonus to defeat power resistance
Power Specialization	Weapon Focus (ray), manifester level 4th	+2 bonus damage to damaging powers
Greater Power Specialization	Power Specialization, Weapon Focus (ray), manifester level 12th	+4 total bonus damage to damaging powers
Psicrystal Affinity	Manifester level 1st	Obtain a psicrystal
Improved Psicrystal	Psicrystal Affinity	Enhance your psicrystal
Psicrystal Containment	Psicrystal Affinity, manifester level 3rd	Your psicrystal can hold a psionic focus
Psionic Body	—	+2 hit points for each psionic feat you have
Psionic Dodge[2]	Dex 13, Dodge	+1 dodge bonus to AC
Psionic Endowment[1]	—	Add +1 to power's save DC
Greater Psionic Endowment[1]	Psionic Endowment	Add +2 to power's save DC
Psionic Fist[1]	Str 13	Unarmed attack or natural weapon deals +2d6 damage
Greater Psionic Fist[1]	Str 13, Psionic Fist, base attack bonus +5	Unarmed attack or natural weapon deals +4d6 damage
Unavoidable Strike[1]	Str 13, Psionic Fist, base attack bonus +5	Resolve unarmed or natural weapon attack as touch attack
Psionic Meditation	Wis 13, Concentration 7 ranks	Become psionically focused as a move action
Psionic Shot[1]	Point Blank Shot	Ranged weapon deals +2d6 damage
Greater Psionic Shot[1]	Point Blank Shot, Psionic Shot, base attack bonus +5	Ranged weapon deals +4d6 damage
Fell Shot[1]	Dex 13, Point Blank Shot, Psionic Shot, base attack bonus +5	Resolve ranged attack as touch attack

Psionic Feats	Prerequisites	Benefit
Return Shot[1]	Point Blank Shot, Psionic Shot, Fell Shot, base attack bonus +3	Deflect ranged attacks back at attacker
Psionic Talent	Having power points	Gain additional power points
Psionic Weapon[1]	Str 13	Melee weapon deals +2d6 damage
Greater Psionic Weapon[1]	Str 13, Psionic Weapon, base attack bonus +5	Melee weapon deals +4d6 damage
Deep Impact[1]	Str 13, Psionic Weapon, base attack bonus +5	Resolve melee weapon attack as touch attack
Speed of Thought[2]	Wis 13	+10 feet to speed in light or medium armor
Psionic Charge[1]	Wis 13, Speed of Thought	Charge while taking erratic course to foe
Up the Walls[2]	Wis 13	Run on walls and ceilings
Wounding Attack[1]	Base attack bonus +8	Wound opponents with your attack
Metapsionic Feats	**Prerequisites**	**Benefit**
Burrowing Power[1]	—	Bypass barrier with power
Chain Power[1]	—	Choose additional targets with power
Delay Power[1]	—	Delay effect of power up to 5 rounds
Empower Power[1]	—	Increase power's variable, number effects by 50%
Enlarge Power[1]	—	Double power's range
Extend Power[1]	—	Double power's duration
Maximize Power[1]	—	Maximize power's variable, numeric effects
Opportunity Power[1]	—	Make attacks of opportunity with touch powers
Quicken Power[1]	—	Manifest powers as free action
Split Psionic Ray[1]	Any metapsionic feat	Split one ray attack into two
Twin Power[1]	—	Manifest power twice
Unconditional Power[1]	—	Manifest power despite character condition
Widen Power[1]	—	Double power's area
Item Creation Feats	**Prerequisites**	**Benefit**
Craft Cognizance Crystal	Manifester level 3rd	Create *cognizance crystals*
Craft Dorje	Manifester level 5th	Create dorjes
Craft Psicrown	Manifester level 12th	Create psicrowns
Craft Psionic Arms and Armor	Manifester level 5th	Create psionic arms and armor
Craft Psionic Construct	Craft Psionic Arms and Armor, Craft Universal Item	Create psionic constructs
Craft Universal Item	Manifester level 3rd	Create psionic item
Imprint Stone	Manifester level 1st	Create *power stones*
Scribe Tattoo	Manifester level 3rd	Create psionic tattoos

1 You must expend your psionic focus to use this feat. See the Concentration skill description, page 37.
2 You must be psionically focused to use this feat. See the Concentration skill description, page 37.
3 A fighter may select this feat as one of his fighter bonus feats.
4 You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve).

to Strength, Dexterity, and Constitution. These recovered points are added to your power point reserve as if you had gained them by resting overnight.

Special: Only living creatures can use this feat. You can take advantage of this feat only while in your own body (if you are under the effect of *mind switch* or *metamorph*, for example, you gain no benefit).

BOOST CONSTRUCT [PSIONIC]

Your astral constructs have more abilities.

Benefit: When you create an astral construct, you can give it one additional special ability from any menu (see page 186) that the construct currently has an ability from.

BURROWING POWER [METAPSIONIC]

Your powers sometimes bypass barriers.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You can attempt to manifest your powers against targets that are sheltered behind a wall or force effect. Your power briefly skips through the Astral Plane to bypass the barrier.

The strength and thickness of the barrier determine your chance of success. To successfully bypass the barrier with your power, you make a Psicraft check against a DC equal to 10 + the hardness of the barrier + 1 per foot of thickness (minimum 1). Assign a hardness of 20 to barriers without a hardness rating, such as force effects (or a *wall of ectoplasm*). Force walls or *walls of ectoplasm* are assumed to have less than 1 foot of thickness unless noted otherwise.

If a power requires line of sight (which includes most powers that affect a target or targets instead of an area), you cannot manifest it as a burrowing power unless you can somehow see the target, such as with *clairvoyant sense*.

Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

CHAIN POWER [METAPSIONIC]

You can manifest powers that arc to hit other targets in addition to the primary target.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You can chain any power that affects a single target and that deals either acid, cold, electricity, fire, or sonic damage. After the primary target is struck, the power can arc to a number of secondary targets equal to your manifester level (maximum twenty). The secondary arcs each strike one target and deal half as much damage as the primary one did (round down). Each target gets to make a saving throw, if one is allowed by the power. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum (to avoid allies in the area, for example).

Using this feat increases the power point cost of the power by 6. The power's total cost cannot exceed your manifester level.

CHAOTIC MIND [GENERAL]

The turbulence of your thoughts prevents others from gaining insight into your actions.

Prerequisite: Chaotic alignment, Cha 15.

Benefit: Creatures and characters who have an insight bonus on their attack rolls, an insight bonus to their Armor Class, or an insight bonus on skill checks or ability checks do not gain those bonuses against you.

The benefit of this feat applies only to insight bonuses gained from psionic powers and psi-like abilities. This is an exception to the psionics–magic transparency rule (see page 55).

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

CLOAK DANCE [GENERAL]

You are skilled at using optical tricks to make yourself seem to be where you are not.

Prerequisites: Hide 10 ranks, Perform (dance) 2 ranks.

Benefit: You can take a move action to obscure your exact position. Until your next turn, you have concealment.

Alternatively, you can take a full-round action to entirely obscure your exact position. Until your next action, you have total concealment.

CLOSED MIND [GENERAL]

Your mind is better able to resist psionics than normal.

Benefit: You get a +2 bonus on all saving throws to resist powers.

The benefit of this feat applies only to psionic powers and psi-like abilities. This is an exception to the psionics–magic transparency rule (see page 55).

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

COMBAT MANIFESTATION [PSIONIC]

You are adept at manifesting powers in combat.

Benefit: You get a +4 bonus on Concentration checks made to manifest a power or use a psi-like ability while on the defensive (see Manifesting Powers on the Defensive, page 54) or while you are grappling or pinned.

CRAFT COGNIZANCE CRYSTAL [ITEM CREATION]

You can create psionic *cognizance crystals* that store power points.

Prerequisite: Manifester level 3rd.

Benefit: You can create a *cognizance crystal*. Doing so takes one day for each 1,000 gp in its base price. The base price of a *cognizance crystal* is equal to the highest-level power it could manifest using all its stored power points, squared, multiplied by 1,000 gp. For example, a *cognizance crystal* that stores 5 power points could be used to manifest a power as high as 3rd level. Thus, its cost is 9,000 gp (3 × 3 × 1,000 = 9,000). To create a *cognizance crystal*, you must spend 1/25 of its base price in XP and use up raw materials costing one-half its base price.

CRAFT DORJE [ITEM CREATION]

You can create slender crystal wands called dorjes than manifest powers when charges are expended.

Prerequisite: Manifester level 5th.

Benefit: You can create a dorje of any psionic power you know (barring exceptions, such as *bestow power*, as noted in a power's description). Crafting a dorje takes one day for each 1,000 gp in its base price. The base price of a dorje is its manifester level × the power level × 750 gp. To craft a dorje, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price.

A newly created dorje has 50 charges.

Any dorje that stores a power with an XP cost also carries a commensurate cost. In addition to the XP cost derived from the base price, you must pay fifty times the XP cost.

CRAFT PSICROWN [ITEM CREATION]

You can create psicrowns, which have multiple psionic effects.

Prerequisite: Manifester level 12th.

Benefit: You can create any psicrown whose prerequisites you meet. Crafting a psicrown takes one day for each 1,000 gp in its base price. To craft a psicrown, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price. See page 169 for descriptions of psicrowns, the prerequisites associated with each one, and their prices.

Some psicrowns incur extra costs in XP as noted in their descriptions. These costs are in addition to those derived from the psicrown's base price.

CRAFT PSIONIC ARMS AND ARMOR [ITEM CREATION]

You can create psionic weapons, armor, and shields.

Prerequisite: Manifester level 5th.

Benefit: You can create any psionic weapon, armor, or shield whose prerequisites you meet. Enhancing a weapon, suit of armor, or shield takes one day for each 1,000 gp in the price of its psionic features. To enhance a weapon, you must spend 1/25 of its features' total price in XP and use up raw materials costing one-half of this total price. See Chapter 7 for descriptions of psionic weapons, armor, and shields, the prerequisites associated with each, and the prices of their features.

The weapon, armor, or shield to be enhanced must be a masterwork item that you provide. Its cost is not included in the above cost.

You can also mend a broken psionic weapon, suit of armor, or shield if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to enhance that item in the first place.

CRAFT PSIONIC CONSTRUCT [ITEM CREATION]

You can create golems and other psionic automatons that obey your orders.

Prerequisites: Craft Psionic Arms and Armor, Craft Universal Item.

Benefit: You can create any psionic construct whose prerequisites you meet. Creating a construct takes one day for each 1,000 gp in its base price. To create a construct, you must spend 1/25 of the construct's base price in XP and use up raw materials costing one-half of this price (see the psion-killer description, page 208, for details).

A newly created construct has average hit points for its Hit Dice.

CRAFT UNIVERSAL ITEM [ITEM CREATION]

You can create universal psionic items, such as a *third eye* or a *psychoactive skin*.

Prerequisite: Manifester level 3rd.

Benefit: You can create any universal psionic item whose prerequisites you meet (see page 172 for prerequisites and other information on universal items). Crafting a universal psionic item takes one day for each 1,000 gp in its base price. To craft a universal psionic item, you must spend 1/25 of the item's base price in XP and use up raw materials costing one-half of this price.

You can also mend a broken universal item if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place.

Some universal items incur extra costs in XP, as noted in their descriptions. These costs are in addition to those derived from the item's base price. You must pay such a cost to create an item or to mend a broken one.

Deep Impact

Illus. by L. Grant-West

DEADLY PRECISION [GENERAL]

You empty your mind of all distracting emotion, becoming an instrument of deadly precision.

Prerequisite: Dex 15, base attack bonus +5.

Benefit: You have deadly accuracy with your sneak attacks. You can reroll any result of 1 on your sneak attack's extra damage dice. You must keep the result of the reroll, even if it is another 1.

DEEP IMPACT [PSIONIC]

You can strike your foe with a melee weapon as if making a touch attack.

Prerequisite: Str 13, Psionic Weapon, base attack bonus +5.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You can resolve your attack with a melee weapon as a touch attack.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

DELAY POWER [METAPSIONIC]

You can manifest powers that go off up to 5 rounds later.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You can manifest a power as a delayed power. A delayed power doesn't activate immediately. When you manifest the power, you choose one of three trigger mechanisms: (1) The power activates when you take a standard action to activate it; (2) It activates when a creature enters the area that the power will affect (only powers that affect areas can use this trigger condition); or (3) It activates on your turn after 5 rounds pass. If you choose one of the first two triggers and the conditions are not met within 5 rounds, the power activates automatically on the fifth round.

Only area and personal powers can be delayed.

Any decisions you would make about the delayed power, including attack rolls, designating targets, or determining or shaping an area, are decided when the power is manifested. Any effects resolved by those affected by the power, including saving throws, are decided when the delay period ends.

A delayed power can be dispelled normally during the delay, and can be detected normally in the area or on the target by the use of powers that can detect psionic effects.

Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

EMPOWER POWER [METAPSIONIC]

You can manifest powers to greater effect.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You can empower a power. All variable, numeric effects of an empowered power are increased by one-half. An empowered power deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, and so forth, as appropriate. Augmented powers can also be empowered (multiply 1-1/2 times the damage total of the augmented power). Saving throws and opposed checks (such as the one you make when you manifest *dispel psionics*) are not affected, nor are powers without random variables.

Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

ENLARGE POWER [METAPSIONIC]

You can manifest powers farther than normal.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You can alter a power with a range of close, medium, or long to increase its range by 100%. An enlarged power with a range of close has a range of 50 feet + 5 feet per level, a medium-range powes has a range of 200 feet + 20 feet per level, and a long-range power has a range of 800 feet + 80 feet per level. Powers whose ranges are not defined by distance, as well as powers whose ranges are not close, medium, or long, are not affected.

Using this feat does not increase the power point cost of the power.

EXPANDED KNOWLEDGE [PSIONIC]

You learn another power.

Prerequisites: Manifester level 3rd.

Benefit: Add to your powers known one additional power of any level up to one level lower than the highest-level power you can manifest. For example, a 7th-level psion gains either a new 1st, 2nd, or 3rd-level power. You can choose any power, including powers from another discipline's list or even from another class's list.

Special: You can gain this feat multiple times. Each time, you learn one new power at any level up to one less than the highest-level power you can manifest.

EXTEND POWER [METAPSIONIC]

You can manifest powers that last longer than normal.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You can manifest an extended power. An extended power lasts twice as long as normal. A power with a duration of concentration, instantaneous, or permanent is not affected by this feat.

Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

FELL SHOT [PSIONIC]

You can strike your foe with a ranged weapon as if making a touch attack.

Prerequisite: Dex 13, Point Blank Shot, Psionic Shot, base attack bonus +5.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You can resolve your ranged attack as a ranged touch attack.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

FOCUSED SUNDER [PSIONIC]

You can sense the stress points on others' weapons.

Prerequisite: Str 13, Power Attack, Improved Sunder.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). When you strike at an opponent's weapon, you ignore half of the weapon's total hardness (round down). Total hardness includes any magical or psionic enhancements possessed by the weapon that increase its hardness.

Special: You can also sense the stress points in any hard construction, such as wooden doors or stone walls, and can ignore half of the object's total hardness (round down) when attacking that object.

FORCE OF WILL [GENERAL]

You are able to resist psionic attacks with extreme force of will.

Prerequisite: Iron Will.

Benefit: Once per round, when targeted by a psionic effect that allows a Reflex save or a Fortitude save, you can instead make a Will saving throw to avoid the effect.

The benefit of this feat applies only to psionic powers and psi-like abilities. This is an exception to the psionics–magic transparency rule (see page 55).

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

GHOST ATTACK [PSIONIC]

Your deadly strikes against incorporeal foes always find their mark.

Prerequisite: Base attack bonus +3.

Benefit: You must be psionically focused to use this feat. When you make a melee attack or a ranged attack aganst an incorporeal creature, you can make two rolls to check for the miss chance. If either is successful, the attack is treated as if it were made with a ghost touch weapon for the purpose of affecting the creature. Your weapon or natural weapon actually appears to become briefly incorporeal as the attack is made.

GREATER MANYSHOT [GENERAL]

You are skilled at firing many arrows at once, even at different opponents.

Prerequisites: Dex 17, Manyshot, Point Blank Shot, Rapid Shot, base attack bonus +6.

Benefit: When you use the Manyshot feat, you can fire each arrow at a different target instead of firing all of them at the same target. You make a separate attack roll for each arrow, regardless of whether you fire them at separate targets or the same target. Your precision-based damage applies to each arrow fired, and, if you score a critical hit with more than one of the arrows, each critical hit deals critical damage.

Special: A fighter may select this feat as one of his fighter bonus feats.

GREATER POWER PENETRATION [PSIONIC]

Your powers are especially potent at breaking through power resistance.

Prerequisite: Power Penetration.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You get a +4 bonus on manifester level checks to overcome a creature's power resistance. This bonus stacks with the bonus from Power Penetration (see page 49).

GREATER POWER SPECIALIZATION [PSIONIC]

You deal more damage with your powers.

Prerequisites: Power Specialization, Weapon Focus (ray), manifester level 12th.

Benefit: Your powers that deal damage deal an extra 2 points of damage. This damage stacks with other bonuses on damage rolls to powers, including the one from Power Specialization. The damage bonus applies only if the target or targets are within 30 feet.

GREATER PSIONIC ENDOWMENT [PSIONIC]

You can use meditation to focus your powers.

Prerequisite: Psionic Endowment.

Benefit: When you use the Psionic Endowment feat, you add +2 to the save DC of a power you manifest instead of +1.

GREATER PSIONIC FIST [PSIONIC]

You can charge your unarmed strike or natural weapon with additional damage potential.

Prerequisite: Str 13, Psionic Fist, base attack bonus +5.

Benefit: When you use the Psionic Fist feat, your unarmed attack or attack with a natural weapon deals an extra 4d6 points of damage instead of an extra 2d6 points.

GREATER PSIONIC SHOT [PSIONIC]

You can charge your ranged attacks with additional damage potential.

Prerequisite: Point Blank Shot, Psionic Shot, base attack bonus +5.

Benefit: When you use the Psionic Shot feat, your ranged attack deals an extra 4d6 points of damage instead of an extra 2d6 points.

GREATER PSIONIC WEAPON [PSIONIC]

You can charge your melee weapon with additional damage potential.

Prerequisite: Str 13, Psionic Weapon, base attack bonus +5.

Benefit: When you use the Psionic Weapon feat, your attack with a melee weapon deals an extra 4d6 points of damage instead of an extra 2d6 points.

HOSTILE MIND [GENERAL]

Your mind recoils violently against those who use psionics against you.

Prerequisite: Cha 15.

Benefit: Whenever you are subject to a power from the telepathy discipline (regardless of whether the power is harmful or beneficial to you), the manifester must make a Will saving throw against a DC of 10 + 1/2 your character level + your Charisma bonus or take 2d6 points of damage.

The benefit of this feat applies only to psionic powers and psi-like abilities. This is an exception to the psionics–magic transparency rule (see page 55).

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

IMPRINT STONE [ITEM CREATION]

You can create power stones to store psionic powers.

Prerequisite: Manifester level 1st.

Benefit: You can create a power stone of any power that you know. Encoding a power stone takes one day for each 1,000 gp in its base price. The base price of a power stone is the level of the stored power × its manifester level × 25 gp. To imprint a power stone, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price.

Any power stone that stores a power with an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must pay the XP when encoding the stone.

IMPROVED PSICRYSTAL [PSIONIC]

You can upgrade your psicrystal.

Prerequisites: Psicrystal Affinity.

Benefit: You can implant another personality fragment in your psicrystal. You gain the benefits of both psicrystal personalities. Your psicrystal's personality adjusts and becomes a blend between all implanted personality fragments. From now on, when determining the abilities of your psicrystal, treat your manifester level as one higher than your normal manifester level.

Special: You can gain this feat multiple times. Each time, you implant a new personality fragment in your psicrystal, from which you derive the noted benefits, and you treat your level as one higher for the purpose of determining your psicrystal's abilities.

INQUISITOR [PSIONIC]

You know when others lie.

Prerequisite: Wis 13.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You gain a +10 bonus on a Sense Motive check to oppose a Bluff check.

You must decide whether or not to use this feat prior to making a Sense Motive check. If your check fails, or if the opponent isn't lying, you still expend your psionic focus.

MAXIMIZE POWER [METAPSIONIC]

You can manifest powers to maximum effect.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You can maximize a power. All variable, numeric effects of a power modified by this feat are maximized. A maximized power deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, and so on, as appropriate. Saving throws and opposed checks are not affected, nor are powers without random variables.

Augmented powers can be maximized; a maximized augmented power deals the maximum damage (or cures the maximum hit points, and so on) of the augmented power.

An empowered and maximized power gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

Using this feat increases the power point cost of the power by 4. The power's total cost cannot exceed your manifester level.

MENTAL LEAP [PSIONIC]

You can make amazing jumps.

Prerequisite: Str 13, Jump 5 ranks.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You gain a +10 bonus on a Jump check.

MENTAL RESISTANCE [GENERAL]

Your mind is armored against mental intrusion.

Prerequisite: Base Will save bonus +2.

Benefit: Against psionic attacks that do not employ an energy type to deal damage, such as *mind thrust*, you gain damage reduction 3/–. In addition, when you are hit with ability damage (but not ability drain or ability burn damage) from a psionic attack, you take 3 points less than you would normally take.

The benefit of this feat applies only to psionic powers and psi-like abilities. This is an exception to the psionics–magic transparency rule (see page 55).

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

METAMORPHIC TRANSFER [PSIONIC]

You can gain a supernatural ability of a metamorphed form.

Prerequisite: Wis 13, manifester level 5th.

Benefit: Each time you change your form, such as through the *metamorphosis* power, you gain one of the new form's supernatural abilities, if it has any.

You gain only three uses of the metamorphic ability per day, even if the creature into which you metamorph has a higher limit on uses. For instance, if you gain a dragon's breath weapon, you can use that ability only three times before losing access to the ability for the day. (You are still subject to other restrictions on the use of the ability. For example, after you use a dragon's breath weapon, you can't use it again for 1d4 rounds.) The save DC to resist a supernatural ability gained through Metamorphic Transfer (if it is an attack) is 10 + your Cha modifier + 1/2 your Hit Dice.

Normal: You cannot use the supernatural abilities of creatures whose form you assume.

Special: You can gain this feat multiple times. Each time, you can gain one additional supernatural ability.

MIND OVER BODY [GENERAL]

Your ability damage heals more rapidly.

Prerequisite: Con 13.

Benefit: You heal ability damage and ability burn damage more quickly than normal. You heal a number of ability points per day equal to 1 + your Constitution bonus.

Normal: You heal ability damage and ability burn damage at a rate of 1 point per day.

NARROW MIND [PSIONIC]

Your ability to concentrate is as keen as an arrowhead, allowing you to gain your psionic focus even in the most turbulent situations.

Prerequisite: Wis 13.

Benefit: You gain a +4 bonus on Concentration checks you make to become psionically focused.

OPEN MINDED [GENERAL]

You are naturally able to reroute your memory, mind, and skill expertise.

Benefit: You immediately gain an extra 5 skill points. You spend these skill points as normal. If you spend them on a cross-class skills they count as 1/2 ranks. You cannot exceed the normal maximum ranks for your level in any skill.

Special: You can gain this feat multiple times. Each time, you immediately gain another 5 skill points.

OPPORTUNITY POWER [METAPSIONIC]

You can make power-enhanced attacks of opportunity.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). When you make an attack of opportunity, you can use any power you know with a range of touch, if you have at least one hand free. Manifesting this power is an immediate action.

You cannot use this feat with a touch power whose manifesting time is longer than 1 full-round action.

Using this feat increases the power point cost of the power by 6. The power's total cost cannot exceed your manifester level.

Normal: Attacks of opportunity can be made only with melee weapons.

Opportunity Power

Illus. by W. Reynolds

OVERCHANNEL [PSIONIC]

You burn your life force to strengthen your powers.

Benefit: While manifesting a power, you can increase your effective manifester level by one, but in so doing you take 1d8 points of damage. At 8th level, you can choose to increase your effective manifester level by two, but you take 3d8 points of damage. At 15th level, you can increase your effective manifester level by three, but you take 5d8 points of damage.

The effective increase in manifester level increases the number of power points you can expend on a single power manifestation, as well as increasing all manifester level-dependent effects, such as range, duration, and overcoming power resistance.

Normal: Your manifester level is equal to your total levels in classes that manifest powers.

POWER PENETRATION [PSIONIC]

Your powers are especially potent, breaking through power resistance more readily than normal.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You get a +4 bonus on manifester level checks made to overcome a creature's power resistance.

POWER SPECIALIZATION [PSIONIC]

You deal more damage with your powers.

Prerequisites: Weapon Focus (ray), manifester level 4th.

Benefit: With rays and ranged touch attack powers that deal damage, you deal an extra 2 points of damage. If you expend your psionic focus when you manifest a ray or a ranged touch attack power that deals damage, you add your key ability bonus to the damage (instead of adding 2).

PSICRYSTAL AFFINITY [PSIONIC]

You have created a psicrystal.

Prerequisites: Manifester level 1st.

Benefit: This feat allows you to gain a psicrystal. See Psicrystals, page 21, for details on how psicrystals work.

PSICRYSTAL CONTAINMENT [PSIONIC]

Your psicrystal has advanced enough that it can hold a psionic focus that you store within it.

Prerequisites: Psicrystal Affinity, manifester level 3rd.

Benefit: You can spend a full-round action attempting to psionically focus your psicrystal (see the Concentration skill description, page 37). At any time when you need to expend your psionic focus, you can expend your psicrystal's psionic focus instead, as long as the crystal is within 5 feet of you. Psionically focusing your psicrystal works just like focusing yourself. The psicrystal cannot focus itself—only the owner can spend the time to focus the crystal.

PSIONIC AFFINITY [GENERAL]

You have a knack for psionic endeavors.

Benefit: You get a +2 bonus on all Psicraft checks and Use Psionic Device checks.

PSIONIC BODY [PSIONIC]

Your mind reinforces your body.

Benefit: When you take this feat, you gain 2 hit points for each psionic feat you have (including this one). Whenever you take a new psionic feat, you gain 2 more hit points.

PSIONIC CHARGE [PSIONIC]

You can charge in a crooked line.

Prerequisite: Dex 13, Speed of Thought.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). When you charge, you can make one turn of up to 90 degrees during your movement. All other restrictions on charges still apply; for instance, you cannot pass through a square that blocks or slows movement, or that contains a creature. You must have line of sight to the opponent at the start of your turn.

PSIONIC DODGE [PSIONIC]

You are proficient at dodging blows.

Prerequisite: Dex 13, Dodge.

Benefit: You must be psionically focused (see the Concentration skill description, page 37) to use this feat. You receive a +1 dodge bonus to your Armor Class. This bonus stacks with the bonus from the Dodge feat (but only applies on attacks made by the opponent you have designated).

PSIONIC ENDOWMENT [PSIONIC]

You can endow your manifestations with more concentrated focus.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You add 1 to the save DC of a power you manifest.

PSIONIC FIST [PSIONIC]

You can charge your unarmed strike or natural weapon with additional damage potential.

Prerequisite: Str 13.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). Your unarmed strike or attack with a natural weapon deals an extra 2d6 points of damage.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

PSIONIC HOLE [GENERAL]

You are anathema to psionic creatures and characters.

Prerequisite: Con 15.

Benefit: When a foe strikes you in melee combat, the foe immediately loses its psionic focus, if any.

Also, if you are the target of a power, the manifester of the power must spend an additional number of power points equal to your Wisdom bonus, or the power fails (all the power points spent on the power are still lost). This extra cost does not count toward the maximum power points a manifester can spend on a single power.

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

PSIONIC MEDITATION [PSIONIC]

You can focus your mind faster than normal, even under duress.

Prerequisite: Wis 13, Concentration 7 ranks.

Benefit: You can take a move action to become psionically focused (see the Concentration skill description, page 37).

Normal: A character without this feat must take a full-round action to become psionically focused.

PSIONIC SHOT [PSIONIC]

You can charge your ranged attacks with additional damage potential.

Prerequisite: Point Blank Shot.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). Your ranged attack deals +2d6 points of damage.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

PSIONIC TALENT [PSIONIC]

You gain additional power points to supplement those you already had.

Prerequisite: Having a power point reserve.

Benefit: When you take this feat for the first time, you gain 2 power points.

Special: You can take this feat multiple times. Each time you take the feat after the first time, the number of power points you gain increases by 1 (for example, you gain 3 power points if you take this feat a second time).

PSIONIC WEAPON [PSIONIC]

You can charge your melee weapon with additional damage potential.

Prerequisite: Str 13.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). Your attack with a melee weapon deals an extra 2d6 points of damage.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

QUICKEN POWER [METAPSIONIC]

You can manifest a power with a moment's thought.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You can quicken a power. You can perform another action, even manifest another power, in the same round that you manifest a quickened power. You can manifest only one quickened power per round. A power whose manifesting time is longer than 1 round cannot be quickened.

Using this feat increases the power point cost of the power by 6. The power's total cost cannot exceed your manifester level.

Manifesting a quickened power does not provoke attacks of opportunity.

RAPID METABOLISM [GENERAL]

Your wounds heal rapidly.

Prerequisite: Con 13.

Benefit: You naturally heal a number of hit points per day equal to the standard healing rate + double your Constitution bonus. You heal even if you do not rest. This healing replaces your normal natural healing. If you are tended successfully by someone with the Heal skill, you instead regain double the normal amount of hit points + double your Constitution bonus.

RECKLESS OFFENSE [GENERAL]

You can shift your focus from defense to offense.

Prerequisite: Base attack bonus +1.

Benefit: When you use the attack action or full attack action in melee, you can take a penalty of –4 to your Armor Class and add a +2 bonus on your melee attack roll. The bonus on attack rolls and penalty to Armor Class last until the beginning of your next turn.

RETURN SHOT [PSIONIC]

You can return incoming arrows, as well as crossbow bolts, spears, and other projectile or thrown weapons.

Prerequisite: Point Blank Shot, Psionic Shot, Fell Shot, base attack bonus +3.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37) and have at least one hand free. Once per round when you would normally be hit by a projectile or a thrown weapon no more than one size category larger than your size, you can deflect the attack so that you take no damage from it. The attack is deflected back at your attacker, using the attack bonus of the original attack on you. You must be aware of the attack and not flat-footed. Attempting to return a shot is a free action.

Special: If you also have the Deflect Arrows feat (see page 93 of the *Player's Handbook*), the deflected attack is made with the original attack bonus plus your Dexterity bonus.

SCRIBE TATTOO [ITEM CREATION]

You can create psionic tattoos, which store powers within their designs.

Prerequisite: Manifester level 3rd.

Benefit: You can create a psionic tattoo of any power of 3rd level or lower that you know and that targets one or more creatures. Scribing a psionic tattoo takes one day. When you create a psionic tattoo, you set the manifester level. The manifester level must be sufficient to manifest the power in question and no higher than your own level. The base price of a psionic tattoo is its power level × its manifester level × 50 gp. To scribe a tattoo, you must spend 1/25 of this base price in XP and use up raw materials (special inks, masterwork needles, and so on) costing one-half of this base price.

When you create a psionic tattoo, you make any choices that you would normally make when manifesting the power. When its wearer physically activates the tattoo, the wearer is the target of the power.

Any psionic tattoo that stores a power with an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must pay the XP when creating the tattoo.

SIDESTEP CHARGE [PSIONIC]

You are skilled at dodging past charging opponents and taking advantage when they miss.

Prerequisite: Dex 13, Dodge.

Benefit: You get a +4 dodge bonus to Armor Class against charge attacks. If a charging opponent fails to make a successful attack against you, you gain an immediate attack of opportunity. This feat does not grant you more attacks of opportunity than you are normally allowed in a round. If you are flat-footed or otherwise denied your Dexterity bonus to Armor Class, you do not gain the benefit of this feat.

SPEED OF THOUGHT [PSIONIC]

The energy of your mind energizes the alacrity of your body.

Prerequisite: Wis 13.

Benefit: As long as you are psionically focused and not wearing heavy armor, you gain an insight bonus to your speed of 10 feet.

SPLIT PSIONIC RAY [METAPSIONIC]

You can affect two targets with a single ray.

Prerequisite: Any other metapsionic feat.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You can split psionic rays you manifest. The split ray affects any two targets that are both within the power's range and within 30 feet of each other. If the ray deals damage, each target takes as much damage as a single target would take.

Using this feat increases the power point cost of the power by 2.

STAND STILL [GENERAL]

You can prevent foes from fleeing or closing.

Prerequisite: Str 13.

Benefit: When a foe's movement out of a square you threaten grants you an attack of opportunity, you can give up that attack and instead attempt to stop your foe in his tracks. Make your attack of opportunity normally. If you hit your foe, he must succeed on a Reflex save against a DC of 10 + your damage roll (the opponent does not actually take damage), or immediately halt as if he had used up his move actions for the round.

Since you use the Stand Still feat in place of your attack of opportunity, you can do so only a number of times per round equal to the number of times per round you could make an attack of opportunity (normally just one).

Normal: Attacks of opportunity cannot halt your foes in their tracks.

TALENTED [PSIONIC]

You can overchannel powers with less cost to yourself.

Prerequisite: Overchannel.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). When manifesting a power of 3rd level or lower, you do not take damage from overchanneling.

TWIN POWER [METAPSIONIC]

You can manifest a power simultaneously with another power just like it.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You can twin a power. Manifesting a power altered by this feat causes the power to take effect twice on the area or target, as if you were simultaneously manifesting the same power two times on the same location or target. Any variables in the power (such as duration, number of targets, and so on) are the same for both of the resulting powers. The target experiences all the effects of both powers individually and receives a saving throw (if applicable) for each. In some cases, such as a twinned *psionic charm*, failing both saving throws results in redundant effects (although, in this example, any ally of the target would have to succeed on two dispel attempts to free the target from the charm effect).

Using this feat increases the power point cost of the power by 6. The power's total cost cannot exceed your manifester level.

UNAVOIDABLE STRIKE [PSIONIC]

You can make an unarmed strike or use a natural weapon against your foe as if delivering a touch attack.

Prerequisite: Str 13, Psionic Fist, base attack bonus +5.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You can resolve your unarmed strike or attack with a natural weapon as a touch attack.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

UNCONDITIONAL POWER [METAPSIONIC]

Disabling conditions do not hold you back.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). Your mental strength is enough to overcome some otherwise disabling conditions. You can manifest an unconditional power when you are dazed, *confused*, nauseated, shaken, or stunned. Only personal powers and powers that affect your person can be manifested as unconditional powers.

Using this feat increases the power point cost of the power by 8. The power's total cost cannot exceed your manifester level.

UP THE WALLS [PSIONIC]

You can run on walls for brief distances.

Prerequisite: Wis 13.

Benefit: While you are psionically focused, you can take part of one of your move actions to traverse a wall or other relatively smooth vertical surface if you begin and end your move on a horizontal surface. The height you can achieve on the wall is limited only by this movement restriction. If you do not end your move on a horizontal surface, you fall prone, taking falling damage as appropriate for your distance above the ground. Treat the wall as a normal floor for the purpose of measuring your movement. Passing from floor to wall or wall to floor costs no movement; you can change surfaces freely. Opponents on the ground can make attacks of opportunity as you move up the wall.

For instance, Ma'varkith the psychic warrior has a speed of 40 feet (due to her Speed of Thought feat). She begins her turn standing next to a wall. She moves up the wall at a 45-degree angle ("diagonally") for 20 feet, which puts her 15 feet farther along the wall and 15 feet above the ground. Then she moves 15 feet straight down, ending her move in a 5-foot square adjacent to the wall (she has used up 35 feet of her allowed movement). At this point she takes her attack normally against an opponent adjacent to her, which potentially sets up flanking opportunities for her comrades. If the wall had a ledge within 30 feet of the ground, she could have ended her move on the ledge instead of having to move back down to the floor.

Special: You can take other move actions in conjunction with moving along a wall. For instance, the Spring Attack feat allows you to make an attack from the wall against a foe standing on the ground who is within the area you threaten; however, if you are somehow prevented from completing your move, you fall. Likewise, you could tumble along the wall to avoid attacks of opportunity.

WIDEN POWER [METAPSIONIC]

You can increase the area of your powers.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You can alter a burst, emanation, line, or spread-shaped power to increase its area. (Powers that do not have an area of one of these four sorts are not affected by this feat.) Any numeric measurements of the power's area increase by 100%. For example, an *energy burst* power (which normally produces a 40-foot-radius spread) that is widened now fills an 80-foot-radius spread.

Using this feat increases the power point cost of the power by 4. The power's total cost cannot exceed your manifester level.

WILD TALENT [GENERAL]

Your mind wakes to a previously unrealized talent for psionics.

Benefit: Your latent power of psionics flares to life, conferring upon you the designation of a psionic character. As a psionic character, you gain a reserve of 2 power points and can take psionic feats, metapsionic feats, and psionic item creation feats. You do not, however, gain the ability to manifest powers simply by virtue of having this feat.

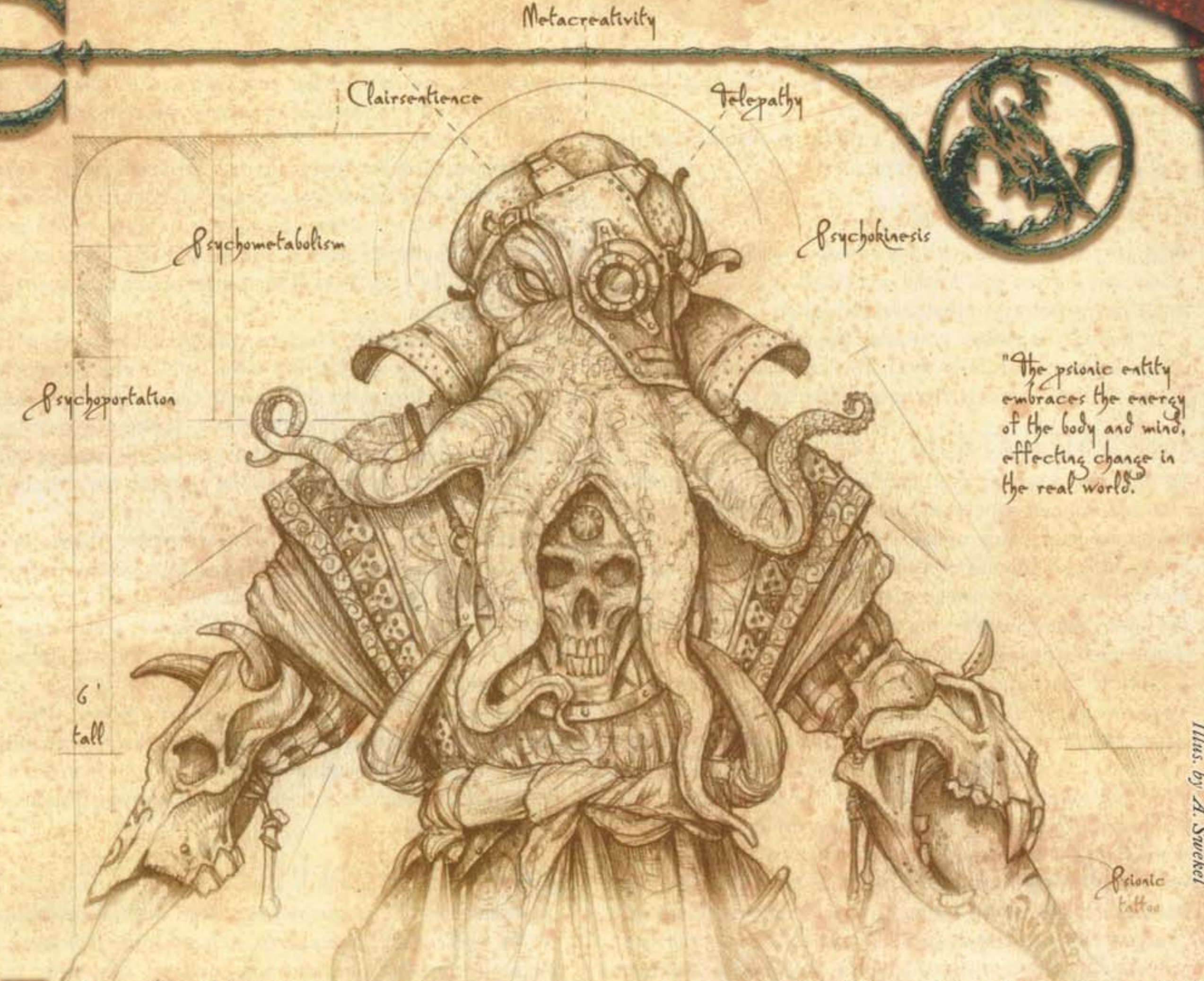
WOUNDING ATTACK [PSIONIC]

Your vicious attacks wound your foe.

Prerequisite: Base attack bonus +8.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You can make an attack with such vicious force that you wound your opponent. A wound deals 1 point of Constitution damage to your foe in addition to the usual damage dealt.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.



Illus. by A. Swekel

The psion Ialdabode merely needs to concentrate to manifest his inborn powers, drawing on his abilities by tapping a reservoir of mental strength. He has no need for messy material components, verbal cues, or awkward gestures. With the mental allocation of a few power points, he can draw fire from thin air, move a boulder without touching it, catch a glimpse of the future, and communicate with others who are miles away.

Psionic powers spring from sentient minds. Even an undead creature or a being that has no physical form can create a reserve of inner strength necessary to manifest powers, as long as it has an Intelligence score of at least 1. Vermin possessed of a hive mind ability, such as a hellwasp swarm (see the *Monster Manual*, page 238), are an exception to this rule.

A psionic power is a one-time psionic effect. Psionic characters and creatures need not prepare their powers for use ahead of time. They either have sufficient power points to manifest a power or they do not.

A power is manifested when a psionic character pays its power point cost. Some psionic creatures automatically manifest powers, called psi-like abilities, without paying a power point cost. Other creatures pay power points to manifest their powers, just as characters do.

Each power has a specific effect as described in Chapter 5. A power known to a psionic character can be used whenever he or she has power points to pay for it.

Powers are grouped according to six categories called disciplines, representing six broad themes of powers. This chapter describes the differences between the disciplines. In addition, it provides an extensive discussion of how powers work, gives an overview of the power description format, explains how psionic combat works between psionic beings and against nonpsionic targets, and discusses what happens when psionic effects combine with other psionics and with magic. It also provides an option for treating psionics and magic as completely different kinds of energy.

The second part of the chapter discusses the topic of the psionic campaign and the issue of psionic characters at high levels.

MANIFESTING POWERS

Psionic characters and creatures manifest powers. Whether they cost power points when manifest by a psionic character, or are manifested as psi-like abilities, powers' effects remain the same.

Manifesting a power can be a straightforward process, such as when Kazak the dwarf kineticist manifests *telekinetic force* to lift a small item to a high ledge, or it can be complicated, such as when Kazak attempts to heat the greataxes of orc opponents using *matter agitation* while the orcs do their best to make Kazak a head shorter.

The process of manifesting a power is akin to casting a spell, but with significant differences.

CHOOSING A POWER

First you must choose which power to manifest. You can select any power you know, provided you are capable of manifesting powers of that level or higher.

To manifest a power, you must pay power points, which count against your daily total. You can manifest the same power multiple times if you have points left to pay for it.

CONCENTRATION

To manifest a power, you must concentrate. If something threatens to interrupt your concentration while you're manifesting a power, you must succeed on a Concentration check or lose the power points without manifesting the power. The more distracting the interruption and the higher the level of the power that you are trying to manifest, the higher the DC. (Higher-level powers require more mental effort.)

Injury: Getting hurt or being affected by hostile psionics while trying to manifest a power can break your concentration and ruin a power. If you take damage while trying to manifest a power, you must make a Concentration check (DC 10 + points of damage taken + the level of the power you're manifesting). The interrupting event strikes during manifestation if it occurs between when you start and when you complete manifesting a power (for a power with a manifesting time of 1 round or longer) or if it comes in response to your manifesting the power (such as an attack of opportunity provoked by the manifesting of the power or a contingent attack from a readied action).

If you are taking continuous damage, such as from the *Melf's acid arrow* spell, half the damage is considered to take place while you are manifesting a power. You must make a Concentration check (DC 10 + 1/2 the damage that the continuous source last dealt + the level of the power you're manifesting). If the last damage dealt was the last damage that the effect could deal (such as the last round of a *Melf's acid arrow* effect), then the damage is over, and it does not distract you. Repeated damage, such as from an *energy wall*, does not count as continuous damage.

Power: If you are affected by a power while attempting to manifest a power of your own, you must make a Concentration check or lose the power you are manifesting. If the power affecting you deals damage, the Concentration DC is 10 + points of damage + the level of the power you're manifesting. If the power interferes with you or distracts you in some other way, the Concentration DC is the power's save DC + the level of the power you're manifesting. For a power with no saving throw, it's the DC that the power's saving throw would have if a save were allowed.

Grappling or Pinned: To manifest a power while grappling or pinned, you must make a Concentration check (DC 20 + the level of the power you're manifesting) or lose the power.

Vigorous Motion: If you are riding on a moving mount, taking a bouncy ride in a wagon, on a small boat in rough water, belowdecks in a storm-tossed ship, or simply being jostled in a similar fashion, you must make a Concentration check (DC 10 + the level of the power you're manifesting) or lose the power.

Violent Motion: If you are on a galloping horse, taking a very rough ride in a wagon, on a small boat in rapids or in a storm, on deck in a storm-tossed ship, or being tossed roughly about in a similar fashion, you must make a Concentration check (DC 15 + the level of the power you're manifesting) or lose the power.

Violent Weather: If you are in a high wind carrying blinding rain or sleet, the DC is 5 + the level of the power you're manifesting. If you are in wind-driven hail, dust, or debris, the DC is 10 + the level of the power you're manifesting. In either case, you lose the power if you fail the Concentration check. If the weather is caused by a power, use the rules in the Power subsection above.

Manifesting Powers on the Defensive: If you want to manifest a power without provoking attacks of opportunity, you need to dodge and weave. You must make a Concentration check (DC 15 + the level of the power you're manifesting) to succeed. You lose the power points without successful manifestation if you fail.

Entangled: If you want to manifest a power while entangled in a net or while affected by a power with similar effects (such as *entangling ectoplasm*), you must make a DC 15 Concentration check to manifest the power. You lose the power if you fail.

MANIFESTER LEVEL

The variables of a power's effect often depend on its manifester level, which is equal to your psionic class level. For example, an *astral construct* power lasts 1 round per manifester level, so the astral construct it creates lasts 11 rounds if manifested by an 11th-level shaper. A power that can be augmented for additional effect is also limited by your manifester level (you can't spend more power points on a power than your manifester level). See Augment under Descriptive Text, below.

You can manifest a power at a lower manifester level than normal, but the manifester level must be high enough for you to manifest the power in question, and all level-dependent features must be based on the same manifester level. For example, if you wanted to manifest *deceleration* on someone for only 1 minute, you would manifest the power at a manifester level of 1st. Your maximum range would be 30 feet.

In the event that a class feature or other special ability provides an adjustment to your manifester level (such as the Overchannel feat or the wild surge class feature of the wilder), this adjustment applies not only to all effects based on manifester level (such as range, duration, and augmentation potential) but also to your manifester level check to overcome your target's power resistance (see Power Resistance, page 62) and to the manifester level used in dispel checks (both the dispel check and the DC of the check).

POWER FAILURE

If you try to manifest a power in conditions where the characteristics of the power (range, area, and so on) cannot be made to conform, the manifestation fails and the power points are wasted. For instance, if you manifest *psionic charm* on a dog, the power fails because a dog is the wrong type of target for the power.

Powers also fail if your concentration is broken (see Concentration, above).

THE POWER'S RESULT

Once you know which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws (if any were allowed), you can apply whatever results a power entails.

Many powers affect particular types of creatures. For example, *psionic dominate* (in its unaugmented form) works only on humanoids.

SPECIAL POWER EFFECTS

Certain special features apply to all powers.

Attacks: Some powers refer to attacking. All offensive combat actions, even those that don't damage opponents, such as disarm and bull rush, are considered attacks. All powers that opponents can resist with saving throws, that deal damage, or that otherwise harm or hamper subjects are considered attacks. *Astral construct* and similar powers are not considered attacks because the powers themselves don't harm anyone.

Bonus Types: Many powers give creatures bonuses to ability scores, Armor Class, attacks, and other attributes. Each bonus has a type that indicates how the power grants the bonus. For example, *inertial armor* grants an armor bonus to Armor Class, indicating that the power creates tangible armor to protect you. *Defensive precognition*, on the other hand, grants an insight bonus to Armor Class, because you know when your opponent is planning to attack you. (Bonus types are covered in detail on page 21 of the *Dungeon Master's Guide*.) The important aspect of bonus types is that two bonuses of the same type don't generally stack. With the exception of dodge bonuses, most circumstance bonuses, and racial bonuses, only the better bonus works (see Combining Psionic and Magical Effects, below). The same principle applies to penalties—a character taking two or more penalties of the same type applies only the worst one.

Bringing Back the Dead: Of all the psionic powers, only *reality revision* has the ability to restore slain characters to life.

When a living creature dies, its soul departs the body, leaves the Material Plane, travels through the Astral Plane, and goes to abide on the plane where the creature's deity resides. If the creature did not worship a deity, its soul departs to the plane corresponding to its alignment. Bringing someone back from the dead means retrieving his or her soul and returning it to his or her body.

Level Loss: The passage from life to death and back again is a wrenching journey for a being's soul. Consequently, any creature brought back to life usually loses one level of experience. The character's new experience point total is midway between the minimum needed for his or her new (reduced) level and the minimum needed for the next one. If the character was 1st level at the time of death, he or she loses 2 points of Constitution instead of losing a level.

This level loss or Constitution loss cannot be repaired by any mortal means, even the spells *wish* or *miracle*. A revived character can regain a lost level by earning XP through further adventuring. A revived character who was 1st level at the time of death can regain lost points of Constitution by improving his or her Constitution score when he or she attains a level that allows an ability score increase.

Preventing Revivification: Enemies can take steps to make it more difficult for a character to be returned from the dead. Keeping the body prevents others from using a single manifestation of *reality revision* to restore the slain character to life.

Revivification Against One's Will: A soul cannot be returned to life if it does not wish to be. A soul knows the name, alignment, and patron deity (if any) of the character attempting to revive it and may refuse to return on that basis.

COMBINING PSIONIC AND MAGICAL EFFECTS

The default rule for the interaction of psionics and magic is simple: Powers interact with spells and spells interact with powers in the same way a spell or normal spell-like ability interacts with another spell or spell-like ability. This is known as psionics–magic transparency.

Psionics–Magic Transparency: Though not explicitly called out in the spell descriptions in the *Player's Handbook* or the magic item descriptions in the *Dungeon Master's Guide*, spells, spell-like abilities, and magic items that could potentially affect psionics do affect psionics (unless the DM uses the Psionics Is Different option described later in this chapter). When the rule about psionics–magic transparency is in effect, it has the following ramifications.

Spell resistance is effective against powers, using the same mechanics. Likewise, power resistance is effective against spells, using the same mechanics as spell resistance. If a creature has one kind of resistance, it is assumed to have the other. (The effects have similar ends despite having been brought about by different means.)

All spells that dispel magic have equal effect against powers of the same level using the same mechanics, and vice versa.

The spell *detect magic* detects powers, their number, and their strength and location within 3 rounds (though a Psicraft check is necessary to identify the discipline of the psionic aura).

Dead magic areas are also dead psionics areas.

Multiple Effects: Powers or psionic effects usually work as described in Chapter 5 no matter how many other powers, psionic effects, spells, or magical effects happen to be operating in the same area or on the same recipient. Except in special cases, a power does not affect the way another power or spell operates. (One special case is *dispel magic*, which removes other magical effects and psionic effects.) Whenever a power has a specific effect on other powers or spells, the power description explains the effect (and vice versa for spells that affect powers). Several other general rules apply when powers, spells, magical effects, or psionic effects operate in the same place.

Stacking Effects: Powers that provide bonuses or penalties on attack rolls, damage rolls, saving throws, and other attributes usually do not stack with themselves. For example, two *inertial armor* powers don't give the recipient twice the benefit of one *inertial armor* power. Both *inertial armor* powers, however, continue to act simultaneously, and if one ends first, the other one continues to operate for the remainder of its duration.

More generally, two bonuses of the same type don't stack even if they come from different powers, or one from a power and one from a spell. For example, the armor bonus from a *mage armor* spell and the armor bonus from the *inertial armor* power don't stack. You use whichever bonus gives you the better Armor Class. In the same way, the *danger sense* power gives you an insight bonus to Armor Class against traps, which does not stack with the insight bonus you get from a *defensive precognition* power.

Different Bonus Types: The bonuses or penalties from two different powers, or a power and a spell, stack if the effects are of different types. For example, the spell *foresight* provides a +2 insight bonus to Armor Class. A character under the influence of a *foresight* spell and wearing psionically manifested *inertial armor*, which provides a +4 armor bonus, has a total +6 bonus to AC, because the two different bonus types stack.

A bonus that isn't named (just a "+2 bonus" rather than a "+2 insight bonus") stacks with any bonus.

Same Effect More than Once in Different Strengths: In cases when two or more similar or identical effects are operating in the same area or on the same target, but at different strengths, only the best one applies. For example, a character under the influence of both the *oak body* power and the *iron body* spell benefits only from the stronger effect (in this case, *iron body*). If one power or spell is dispelled or its duration runs out, the other power or spell remains in effect (assuming its duration has not yet expired).

Same Effect with Differing Results: The same power or spell can sometimes produce varying effects if applied to the same recipient more than once. For example, a *shadow body* power could turn a psion into a living shadow, but if it is immediately followed by *metamorphosis*, even while the *shadow body* would normally remain in effect, the effect of *metamorphosis* trumps the *shadow body*. If *metamorphosis* were followed by a series of *polymorph* spells cast by an interfering wizard, the last effect in the series trumps the others. None of the previous spells or powers are actually removed or dispelled, but their effects become irrelevant while the final spell or power in the series lasts.

One Effect Makes Another Irrelevant: Sometimes, a power can render another power irrelevant. For example, if a psion manifested *specified energy adaptation* on himself, giving himself resistance to fire 10, and then manifested *energy adaptation*, giving him resistance 10 against all four kinds of energy, then the *specified energy adaptation* would be irrelevant.

Multiple Mental Control Effects: Sometimes psionic or magical effects that establish mental control render one another irrelevant. For example, a *brain lock* power renders any other form of mental control irrelevant, whether psionic or magical, because it robs the character of the ability to move. Mental controls that don't remove the recipient's ability to act usually do not interfere with one another, though one may modify another. If a creature is under the control of two or more creatures, it tends to obey each to the best of its ability, and to the extent of the control each effect allows. If the controlled creature receives conflicting orders simultaneously, the competing controllers must make opposed Charisma checks to determine which one the creature obeys.

Powers and Spells with Opposite Effects: Powers and spells with opposite effects apply normally, with all bonuses, penalties, or changes accruing in the order that they apply. Some powers and spells negate or counter each other. This is a special effect that is noted in a power's or spell's description.

Instantaneous Effects: Two or more magical or psionic effects with instantaneous durations work cumulatively when they affect the same object, place, or creature. For example, when two *energy ball* powers affect the same creature, it must make a Reflex save against each *energy ball* and takes damage from each according to the saving throws' results.

POWER DESCRIPTIONS

The powers available to characters are described in Chapter 5: Powers. The description of each power is presented in a standard format. Each category of information is explained and defined below.

NAME

The first line of every power description gives the name by which the power is generally known. A power might be known by other names in some locales, and specific manifesters might have names of their own for their powers, such as *mind master* instead of *psionic dominate*.

DISCIPLINE (SUBDISCIPLINE)

Beneath the power name is a line giving the discipline (and the subdiscipline in parentheses, if appropriate) that the power belongs to.

Every power is associated with one of six disciplines. A discipline is a group of related powers that work in similar ways. Each of the disciplines is discussed below.

Clairsentience

Clairsentience powers enable you to learn secrets long forgotten, to glimpse the immediate future and predict the far future, to find hidden objects, and to know what is normally unknowable. Representative powers include *clairvoyant sense*, *object reading*, *precognition*, and *psionic true seeing*.

For the purpose of psionics–magic transparency, clairsentience powers are equivalent to powers of the divination school (thus, creatures immune to divination spells are also immune to clairsentience powers).

Many clairsentience powers have cone-shaped areas (see page 175 of the *Player's Handbook*). These move with you and extend in the direction you look. The cone defines the area that you can sweep each round. If you study the same area for multiple rounds, you can often gain additional information, as noted in the descriptive text for the power.

Scrying: A power of the scrying subdiscipline creates an invisible sensor that sends you information. Unless noted otherwise, the sensor has the same powers of sensory acuity that you possess. This includes any powers or effects that target you (such as *psionic darkvision*), but not powers or effects that emanate from you (such as *detect psionics*). However, the sensor is treated as a separate, independent sensory organ of yours, and thus functions normally even if you have been blinded, deafened, or otherwise suffered sensory impairment. Any creature with an Intelligence score of 12 or higher can notice the sensor by making a DC 20 Intelligence check. The sensor can be dispelled as if it were an active power.

Lead sheeting or psionic protection (such as *null psionics field* or *psionic mind blank*) blocks scrying powers, and you sense that the power is so blocked.

Metacreativity

Metacreativity powers create objects, creatures, or some form of matter. Creatures you create usually, but not always, obey your commands. Representative powers include *astral construct, concealing amorpha, ectoplasmic shambler,* and *wall of ectoplasm.*

A metacreativity power draws raw ectoplasm from the Astral Plane to create an object or creature in the place the psionic character designates (subject to the limits noted above). Objects created in this fashion are as solid and durable as normal objects, despite their originally diaphanous substance.

Psionic creatures created with metacreativity powers are considered constructs, not outsiders.

Taraneh's chosen discipline is clairsentience

A creature or object brought into being cannot appear inside another creature or object, nor can it appear floating in an empty space. It must arrive in an open location on a surface capable of supporting it. The creature or object must appear within the power's range, but it does not have to remain within the range.

For the purpose of psionics–magic transparency, metacreativity powers are equivalent to powers of the conjuration school (thus, creatures immune to conjuration spells are also immune to metacreativity powers).

Creation: A power of the creation subdiscipline creates an object or creature in the place the manifester designates (subject to the limits noted above). If the power has a duration other than instantaneous, psionic energy holds the creation together, and when the power ends, the created creature or object vanishes without a trace, except for a thin film of glistening ectoplasm that quickly evaporates. If the power has an instantaneous duration, the created object or creature is merely assembled through psionics. It lasts indefinitely and does not depend on psionics for its existence.

Psychokinesis

Psychokinesis powers manipulate energy or tap the power of the mind to produce a desired end. Many of these powers produce spectacular effects above and beyond the power's standard display (see Display, below), such as moving, melting, transforming, or blasting a target. Psychokinesis powers can deal large amounts of damage. Representative powers include *concussion blast, energy current,* and *energy wave.*

For the purpose of psionics–magic transparency, psychokinesis powers are equivalent to powers of the evocation school (thus, creatures immune to evocation spells are also immune to psychokinesis powers).

Psychometabolism

Psychometabolism powers change the physical properties of some creature, thing, or condition. Representative powers include *empathic transfer, fuse flesh,* and *shadow body.*

For the purpose of psionics–magic transparency, psychometabolism powers are equivalent to powers of the transmutation school (thus, creatures immune to transmutation spells are also immune to psychometabolism powers).

Healing: Psychometabolism powers of the healing subdiscipline can remove damage from creatures. However, psionic healing usually falls short of divine magical healing, in direct comparisons. For instance, the *empathic transfer* power removes damage from the recipient and assigns it to the manifester, after which the manifester can then use *body adjustment* to heal himself.

Psychoportation

Psychoportation powers move the manifester, an object, or another creature through space and time. Representative powers include *astral caravan, psionic dimension door, psionic teleport,* and *teleport trigger.*

For the purpose of psionics–magic transparency, psychoportation powers do not have an equivalent school.

Teleportation: A power of the teleportation subdiscipline transports one or more creatures or objects a great distance. The most potent of these powers can cross planar boundaries. Usually the transportation is one-way (unless otherwise noted) and not dispellable. Teleportation is instantaneous travel through the Astral Plane. Anything that blocks astral travel also blocks teleportation.

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Telepathy

Telepathy powers can spy on and affect the minds of others, influencing or controlling their behavior. Representative powers include *aversion, psionic charm, and psionic dominate.*

Most telepathy powers are mind-affecting.

For the purpose of psionics–magic transparency, telepathy powers are equivalent to powers of the enchantment school (thus, creatures resistant to enchantment spells, such as elves or monks, are equally resistant to telepathy powers).

Charm: A power of the charm subdiscipline changes the way the subject views you, typically making it see you as a good friend.

Compulsion: A power of the compulsion subdiscipline forces the subject to act in some manner or changes the way her mind works. Some compulsion powers determine the subject's actions or the effects on the subject, some allow you to determine the subject's actions when you manifest them, and others give you ongoing control over the subject.

[DESCRIPTOR]

Appearing on the same line as the discipline and subdiscipline (when applicable) is a descriptor that further categorizes the power in some way. Some powers have more than one descriptor.

The descriptors that apply to powers in this book are acid, cold, death, electricity, evil, fire, force, good, language-dependent, light, mind-affecting, and sonic.

Most of these descriptors have no game effect by themselves, but they govern how the power interacts with other powers, with spells, with special abilities, with unusual creatures, with alignment, and so on.

A language-dependent power uses intelligible language as a medium. For instance, a manifester's *missive* power fails if the target can't understand a language the manifester knows.

A mind-affecting power works only against creatures with an Intelligence score of 1 or higher.

LEVEL

The next line of the power description gives a power's level, a number between 1 and 9 that defines the power's relative strength. This number is preceded by the name of the class whose members can manifest the power.

If a power is part of a discipline's list instead of the psion's general power list, this will be indicated by the name of the discipline's specialist. The specialists a power can be associated with include Egoist (psychometabolism), Kineticist (psychokinesis), Nomad (psychoportation), Seer (clairsentience), Shaper (metacreativity), and Telepath (telepathy).

For example, the Level entry for *inertial barrier* is kineticist 4, psychic warrior 4. It is a 4th-level power for psions who have specialized in the psychokinesis discipline, and a 4th-level power for psychic warriors.

DISPLAY

When a power is manifested, a display may accompany the primary effect. This secondary effect may be auditory, material, mental, olfactory, or visual. No power's display is significant enough to create consequences for the psionic creatures, allies, or opponents during combat. The secondary effect for a power occurs only if the power's description indicates it.

If multiple powers with similar displays are in effect simultaneously, the displays do not necessary become more intense. Instead, the overall display remains much the same, though with minute spikes in intensity. A Psicraft check (DC 10 + 1 per additional power in use) reveals the exact number of simultaneous powers in play.

Dispense with Displays: Despite the fact that almost every power has a display, a psionic character can always choose to manifest the power without the flashy accompaniment. To manifest a power without any display (no matter how many displays it might have), a manifester must make a Concentration check (DC 15 + the level of the power). This check is part of the action of manifesting the power. If the check is unsuccessful, the power manifests normally with its display.

Even if a manifester manifests a power without a display, he is still subject to attacks of opportunity in appropriate circumstances. His faraway gaze, the focus on something other than the material world, and the split-second of focus required to manifest a power distract the manifester's attention sufficiently to warrant the attack. (Of course, another Concentration check can be made as normal to either manifest defensively or maintain the power if attacked.)

Customizing Displays: The DM may substitute a standard display effect (see below) for another specific effect appropriate to his or her campaign. Alternatively, a player may wish to customize his displays. For instance, powers with a material display might produce "fairy dust" instead of an ectoplasmic sheen. Once a given display is customized, its effects do not vary for that campaign or character.

Auditory: A bass-pitched hum issues from the manifester's vicinity or in the vicinity of the power's subject (manifester's choice), eerily akin to many deep-pitched voices. The sound grows in a second from hardly noticeable to as loud as a shout strident enough to be heard within 100 feet. At the manifester's option, the instantaneous sound can be so soft that it can be heard only within 15 feet with a successful DC 10 Listen check. Some powers describe unique auditory displays.

Material: The subject or the area is briefly slicked with a translucent, shimmering substance. The glistening substance evaporates after 1 round regardless of the power's duration. Sophisticated psions recognize the material as ectoplasmic seepage from the Astral Plane; this substance is completely inert.

Mental: A subtle chime rings once in the minds of creatures within 15 feet of either the manifester or the subject (at the manifester's option). At the manifester's option, the chime can ring continuously for the power's duration. Some powers describe unique mental displays.

Olfactory: An odd but familiar odor brings to mind a brief mental flash of a long-buried memory. The scent is difficult to pin down, and no two individuals ever describe it the same way (to one creature the odor may be similar to burning wood, while to her companion it smells like honeysuckle). The odor originates from the manifester and spreads to a distance of 20 feet, then fades in less than a second (or lasts for the duration, at the manifester's option).

Visual: The manifester's eyes burn like points of silver fire while the power remains in effect. A rainbow-flash of light sweeps away from the manifester to a distance of 5 feet and then dissipates, unless a unique visual display is described. This is the case when the Display entry includes "see text," which means that a visual effect is described somewhere in the text of the power. For instance, the Display entry for *astral construct* is "Visual; see text." The text indicates that a construct is formed. The construct, as a visible object, is the visible display for the *astral construct* power.

MANIFESTING TIME

Most powers have a manifesing time of 1 standard action. Others take 1 round or more, while a few require only a free action. Action Types, on page 138 of the *Player's Handbook*, describes the differences between these types of actions.

A power that takes 1 round to manifest requires a full-round action. It comes into effect just before the beginning of your turn in the round after you began manifesting the power. You then act normally after the power is completed.

A power that takes 1 minute to manifest comes into effect just before your turn 1 minute later (and for each of those 10 rounds, you are manifesting a power as a full-round action, as noted above for 1-round manifesting times). These actions must be consecutive and uninterrupted, or the power points are lost and the power fails.

When you use a power that takes 1 round or longer to manifest, you must continue the concentration from the current round to just before your turn in the next round (at least). If you lose concentration before the manifesting time is complete, the power points are lost and the power fails.

You make all pertinent decisions about a power (range, target, area, effect, version, and so forth) when the power comes into effect. For example, when you manifest *astral construct*, you choose the astral construct's location and abilities when it appears.

As a supplement to the action types described on page 138 of the *Player's Handbook*, this book introduces two new types of actions: the swift action and the immediate action.

Swift Action: A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. However, you can perform only a single swift action per turn, regardless of what other actions you take. You can take a swift action any time you would normally be allowed to take a free action. Swift actions usually involve psionics or the activation of psionic items; many characters (especially those who don't use psionics) never have an opportunity to take a swift action.

Manifesting a quickened power is a swift action. In addition, manifesting any power with a casting time of 1 swift action (such as *burst*) is a swift action.

Manifesting a power with a manifesting time of 1 swift action does not provoke attacks of opportunity.

Immediate Action: Much like a swift action, an immediate action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. However, unlike a swift action, an immediate action can be performed at any time—even if it's not your turn. Using an immediate action on your turn is the same as using a swift action, and counts as your swift action for that turn. You cannot use another immediate action or a swift action until after your next turn if you have used an immediate action when it is not currently your turn (effectively, using an immediate action before your turn is equivalent to using your swift action for the coming turn). You also cannot use an immediate action if you are currently flat-footed.

RANGE

A power's range indicates how far from you it can reach, as defined in the Range entry of the power description. A power's range is the maximum distance from you that the power's effect can occur, as well as the maximum distance at which you can designate the power's point of origin. If any portion of the area would extend beyond the range, that area is wasted. Standard ranges include the following.

Personal: The power affects only you.

Touch: You must touch a creature or object to affect it. A touch power that deals damage can score a critical hit just as a weapon can. A touch power threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit. Some touch powers, such as *psionic teleport*, allow you to touch multiple targets. You can touch as many willing targets as you can reach, but all targets of the spell must be touched in the same round that you manifest the power.

Close: The power reaches as far as 25 feet away from you. The maximum range increases 5 feet for every two manifester levels you have (30 feet at manifester level 2nd, 35 feet at manifester level 4th, and so on).

Medium: The power reaches as far as 100 feet + 10 feet per manifester level.

Long: The power reaches as far as 400 feet + 40 feet per manifester level.

Range Expressed in Feet: Some powers have no standard range category, just a range expressed in feet.

AIMING A POWER

You must make some choice about whom the power is to affect or where the power's effect is to originate, depending on the type of power. The next entry in a power description defines the power's target (or targets), its effect, or its area, as appropriate.

Target or Targets: Some powers, such as *psionic charm*, have a target or targets. You manifest these powers on creatures or objects, as defined by the power itself. You must be able to see or touch the target, and you must specifically choose that target. For example, you can't fire an *energy push* (which always hits its target) into a group of bandits with the instruction to strike "the leader." To strike the leader, you must be able to identify and see the leader (or guess which is the leader and get lucky). However, you do not have to select your target until you finish manifesting the power.

If you manifest a targeted power on the wrong type of target, such as manifesting an unaugmented *psionic charm* on a xorn, the power has no effect. If the target of a power is yourself (the power description has a line that reads "Target: You"), you do not receive a saving throw and power resistance does not apply. The Saving Throw and Power Resistance lines are omitted from such powers.

Some powers can be manifested only on willing targets. Declaring yourself as a willing target is something that can be done at any time (even if you're flat-footed or it isn't your turn). Unconscious creatures are automatically considered willing, but a character who is conscious but immobile or helpless (such as one who is bound, cowering, grappling, paralyzed, pinned, or stunned) is not automatically willing. The Saving Throw and Power Resistance lines are usually omitted from such powers, since only willing subjects can be targeted.

Effect: Some powers, such as most metacreativity powers, create things rather than affect things that are already present. Unless otherwise noted in the power description, you must designate the location where these things are to appear, either by seeing it or defining it—for example, "The ectoplasmic shambler will appear 20 feet into the cave in which the xorn hides." Range determines how far away an effect can appear, but if the effect is mobile (an astral construct, for instance), it can move regardless of the power's range once created.

Ray: Some effects are rays (for example, *crystal shard*). You aim a ray as if using a ranged weapon, though typically you make a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, you can fire into the dark or at an invisible creature and hope you hit something. You don't have to see the creature you're trying to hit, as you do with a targeted power. Intervening creatures and obstacles, however, can block your line of sight or provide cover for the creature you're aiming at.

If a ray power has a duration, it's the duration of the effect that the ray causes, not the length of time the ray itself persists.

If a ray power deals damage, you can score a critical hit just as if it were a weapon. A ray power threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit.

Spread: Some effects, such as that of *control air,* spread out from a point of origin (which may be a grid intersection, or may be the manifester) to a distance described in the power. The effect can extend around corners and into areas that you can't see. Figure distance by actual distance traveled, taking into account turns the effect may take. When determining distance for spread effects, count around walls, not through them. As with movement, do not trace diagonals across corners. You must designate the point of origin for such an effect (unless the effect is centered on you), but you need not have line of effect (see below) to all portions of the effect.

(S) *Shapeable:* If an Effect line ends with "(S)," as with *ectoplasmic shambler,* you can shape the power. A shaped effect can have no dimension smaller than 10 feet.

Area: Some powers affect an area. Sometimes a power description specifies a specially defined area, but usually an area falls into one of the categories defined below.

Regardless of the shape of the area, you select the point where the power originates, but otherwise you usually don't control which creatures or objects the power affects. The point of origin of a power that affects an area is always a grid intersection. When determining whether a given creature is within the area of a power, count out the distance from the point of origin in squares just as you do when moving a character or when determining the range for a ranged attack. The only difference is that instead of counting from the center of one square to the center of the next, you count from intersection to intersection.

You can count diagonally across a square, but every second diagonal counts as 2 squares of distance. If the far edge of a square is within the power's area, anything within that square is within the power's area. If the power's area touches only the near edge of a square, however, anything within that square is unaffected by the power.

Burst, Emanation, or Spread: Most powers that affect an area function as a burst, an emanation, or a spread. In each case, you select the power's point of origin and measure its effect from that point.

A burst power affects whatever it catches in its area, even including creatures that you can't see. For instance, if you designate a four-way intersection of corridors to be the point of origin of a *dispel psionics* power, the power bursts in all four directions, possibly catching creatures that you can't see because they're around the corner from you but not from the point of origin. It can't affect creatures with total cover from its point of origin (in other words, its effects don't extend around corners). The default shape for a burst effect is a sphere, but some burst powers are specifically described as cone-shaped (such as *breath of the black dragon*). A burst's area defines how far from the point of origin the power's effect extends.

An emanation power functions like a burst power, except that the effect continues to radiate from the point of origin for the duration of the power.

A spread power spreads out like a burst but can turn corners. You select the point of origin, and the power spreads out a given distance in all directions. Figure the area the power effect fills by taking into account any turns the effect takes.

Cone, Line, or Sphere: Most powers that affect an area have a particular shape, such as a cone, line, or sphere.

A cone-shaped power shoots away from you in a quarter-circle in the direction you designate. It starts from any corner of your square and widens out as it goes. Most cones are either bursts or emanations (see above), and thus won't go around corners.

A line-shaped power shoots away from you in a line in the direction you designate. It starts from any corner of your square and extends to the limit of its range or until it strikes a barrier that blocks line of effect. A line-shaped power affects all creatures in squares that the line passes through or touches.

A sphere-shaped power expands from its point of origin to fill a spherical area. Spheres may be bursts, emanations, or spreads.

Other: A power can have a unique area, as defined in its description.

Line of Effect: A line of effect is a straight, unblocked path that indicates what a power can affect. A solid barrier cancels a line of effect, but it is not blocked by fog, darkness, and other factors that limit normal sight.

You must have a clear line of effect to any target that you manifest a power on or to any space in which you wish to create an effect (such as when creating an astral construct). You must have a clear line of effect to the point of origin of any power you manifest, such as the center of an *energy ball*. A burst, cone, or emanation power affects only an area, creatures, or objects to which it has line of effect from its origin (a spherical burst's center point, a cone-shaped burst's starting point, or an emanation's point of origin).

An otherwise solid barrier with a hole of at least 1 square foot through it does not block a power's line of effect. Such an opening means that the 5-foot length of wall containing the hole is no longer considered a barrier for the purpose of determining a power's line of effect.

DURATION

A power's Duration line tells you how long the psionic energy of the power lasts.

Timed Durations: Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the psionic energy sustaining the effect fades, and the power ends. If a power's duration is variable (such as when you manifest *dispel psionics* to suppress the properties of a psionic item, for example), the DM rolls it secretly.

Instantaneous: The psionic energy comes and goes the instant the power is manifested, though the consequences might be long-lasting. For example, a *body adjustment* power lasts only an instant, but the healing it bestows never runs out or goes away.

Permanent: The energy remains as long as the effect does. This means the power is vulnerable to *dispel psionics*. Example: *crystallize*.

Concentration: The power lasts as long as you concentrate on it. Concentrating to maintain a power is a standard action that does not provoke attacks of opportunity. Anything that could break your concentration when manifesting a power can also break your concentration while you're maintaining one, causing the power to end. You can't manifest a power while concentrating on another one. Some powers may last for a short time after you cease concentrating. For example, the *energy wall* power has a duration of concentration + 1 round per level. In such a case, the power keeps going for the given length of time after you stop concentrating, but no longer. Otherwise, you must concentrate to maintain the power, but you can't maintain it for more than a stated duration in any event. If a target moves out of range, the power reacts as if your concentration had been broken.

Subjects, Effects, and Areas: If the power affects creatures directly (for example, *psionic charm*), the result travels with the subjects for the power's duration. If the power creates an effect, the effect lasts for the duration. The effect might move (for example, an astral construct might chase your enemies) or remain still. Such an effect can be destroyed prior to when its duration ends (for example, an astral construct could be destroyed). If the power affects an area, as *energy wall* does, then the power stays with that area for its duration. Creatures become subject to the power when they enter the area and are no longer subject to it when they leave.

Touch Powers and Holding the Charge: In most cases, if you don't discharge a touch power on the round you manifest it, you can hold the charge (postpone the discharge of the power) indefinitely. You can make touch attacks round after round. If you touch anything with your hand while holding a charge, the power discharges. If you manifest another power, the touch power dissipates.

Some touch powers, such as an augmented *hammer*, allow you to touch multiple targets as part of the power. You can't hold the charge of such a power; you must touch all the targets of the power in the same round that you finish manifesting the power. You can touch one friend (or yourself) as a standard action or as many as six friends as a full round action.

Discharge: Occasionally a power lasts for a set duration or until triggered or discharged. For instance, *dissolving touch* waits until it is used or until the duration expires, whichever occurs first.

(D) Dismissible: If the Duration line ends with "(D)," you can dismiss the power at will. You must be within range of the power's effect and must mentally will the dismissal, which causes the same display as when you first manifested the power. Dismissing a power is a standard action that does not provoke attacks of opportunity. A power that depends on concentration is dismissible by its very nature, and dismissing it does not take an action or cause a display, since all you have to do to end the power is to stop concentrating on your turn.

SAVING THROW

Usually a harmful power allows a target to make a saving throw to avoid some or all of the effect. The Saving Throw line in a power description defines which type of saving throw the power allows and describes how saving throws against the power work.

Negates: The power has no effect on a subject that makes a successful saving throw.

Partial: The power causes an effect on its subject, such as death. A successful saving throw means that some lesser effect occurs (such as being dealt damage rather than being killed).

Half: The power deals damage, and a successful saving throw halves the damage taken (round down).

VARIANT: SAVING THROW DC AGAINST POWERS

An alternative method of determining a victim's saving throw DC against a power is to roll a d20 instead of using 10 as the base from which DCs are set. Over the long run, this method has the advantage of skewing the average DC of a power slightly higher as well as providing variability, but it has the disadvantage of taking time from the game. Using this variant, a saving throw against a power has DC of d20 + the level of the power + the key ability modifier of the manifester.

None: No saving throw is allowed.

(object): The power can be manifested on objects, which receive saving throws only if they are psionic or if they are attended (held, worn, grasped, or the like) by a creature resisting the power, in which case the object uses the creature's saving throw bonus unless its own bonus is greater. (This notation does not mean that a power can be manifested only on objects. Some powers of this sort can be manifested on creatures or objects.) A psionic item's saving throw bonuses are each equal to 2 + one-half the item's manifester level.

(harmless): The power is usually beneficial, not harmful, but a targeted creature can attempt a saving throw if it desires.

Saving Throw Difficulty Class: A saving throw against your power has a DC 10 + the level of the power + your key ability modifier (Intelligence for a psion, Wisdom for a psychic warrior, or Charisma for a wilder). A power's level can vary depending on your class. For example, *evade burst* is a 3rd-level power for a psychic warrior but a 7th-level power for a psion or wilder. Always use the power level applicable to your class.

Succeeding on a Saving Throw: A creature that successfully saves against a power that has no obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. For example, if you secretly manifest *psionic charm* on a creature and its saving throw succeeds, it knows that someone used psionics against it, but it can't tell what you were trying to do. Likewise, if a creature's saving throw succeeds against a targeted power, such as *psionic charm*, you sense that the power has failed. You do not sense when creatures succeed on saves against effect and area powers.

Failing a Saving Throw against Mind-Affecting Powers: If you fail your save, you are unaware that you have been affected by a power.

Automatic Failures and Successes: A natural 1 (the d20 comes up 1) on a saving throw is always a failure, and the power may deal damage to exposed items (see Items Surviving after a Saving Throw, below). A natural 20 (the d20 comes up 20) is always a success.

Voluntarily Giving up a Saving Throw: A creature can voluntarily forego a saving throw and willingly accept a power's result. Even a character with a special resistance to psionics (for example, an elf 's resistance to mind-affecting effects, which includes all telepathy powers) can suppress this quality.

Items Surviving after a Saving Throw: Unless the descriptive text for the power specifies otherwise, all items carried or worn by a creature are assumed to survive a psionic attack. If a creature rolls a natural 1 on its saving throw against the effect, however, an exposed item is harmed (if the attack can harm objects). Refer to Table 4–1: Items Affected by Psionic Attacks. Determine which four objects carried or worn by the creature are most likely to be affected and roll randomly among them. The randomly determined item must make a saving throw against the attack form or take whatever damage the attack deals (see Smashing an Object, page 165 of the *Player's Handbook*).

TABLE 4–1: ITEMS AFFECTED BY PSIONIC ATTACKS

Order[1]	Item
1st	Shield
2nd	Armor
3rd	Psionic or magic helmet, or psicrown
4th	Item in hand (including weapon, dorje, or the like)
5th	Psionic or magic cloak
6th	Stowed or sheathed weapon
7th	Psionic or magic bracers
8th	Psionic or magic clothing
9th	Psionic or magic jewelry (including rings)
10th	Anything else

[1] In order of most likely to least likely to be affected.

POWER RESISTANCE

Power resistance is a special defensive ability. If your power is being resisted by a creature with power resistance, you must make a manifester level check (d20 + manifester level) at least equal to the creature's power resistance for the power to affect that creature. The defender's power resistance functions like an Armor Class against psionic attacks. The *Dungeon Master's Guide* has details on spell resistance (see page 298), which is equivalent to power resistance unless the Psionics Is Different option (see below) is in use. Include any adjustments to your manifester level on this manifester level check.

The Power Resistance line and the descriptive text of a power description tell you whether power resistance protects creatures from the power. In many cases, power resistance applies only when a resistant creature is targeted by the power, not when a resistant creature encounters a power that is already in place.

The terms "object" and "harmless" mean the same thing for power resistance as they do for saving throws. A creature with power resistance must voluntarily lower the resistance (a standard action) to be affected by a power noted as harm-

BEHIND THE CURTAIN: POWER XP COSTS

Some powers have experience point requirements although an equivalent spell might not. Powerful spells are often balanced by costly material component requirements. For powerful psionic powers, experience points are the balancing factor, under the assumption that 1 XP is roughly equivalent to 5 gp.

BEHIND THE CURTAIN: AUGMENTATION

Manifesters must pay extra to increase the damage dealt by their powers in order to maintain balance between powers of different levels. A 9d6 *energy bolt* (an augmented 3rd-level power costing 9 power points) should cost the same as a 9d6 *baleful teleport* (a 5th-level power costing 9 power points) so that it's no "cheaper" to augment a lower-level power than to manifest a higher-level one. Manifesting the higher-level power is often a more efficient use of power points than augmenting a lower-level one, because the save DC to resist a power's effect is based on the power's level.

less. In such a case, you do not need to make the manifester level check described above.

POWER POINTS

All powers have a Power Points line, indicating the power's cost.

The psionic character class tables in Chapter 2: Classes show how many power points a character has access to each day, depending on level.

A power's cost is determined by its level, as shown below. Every power's cost is noted in its description for ease of reference.

Table 4–2: Power Points by Power Level

Power Level	1	2	3	4	5	6	7	8	9
Power Point Cost	1	3	5	7	9	11	13	15	17

Power Point Limit: Some powers allow you to spend more than their base cost to achieve an improved effect, or augment the power. The maximum number of points you can spend on a power (for any reason) is equal to your manifester level. For example, a 5th-level manifester can augment his 1st-and 2nd-level powers, but he cannot augment his 3rd-level powers because they cost 5 power points to manifest in their unaugmented form.

XP Cost (XP): On the same line that the power point cost of a power is indicated, the power's experience point cost, if any, is noted. Particularly powerful effects (such as *bend reality* and *true creation*) entail an experience point cost to you. No spell or power can restore XP lost in this manner. You cannot spend so much XP that you lose a level, so you cannot manifest a power with an XP cost unless you have enough XP to spare. However, you can, on gaining enough XP to attain a new level, use those XP for manifesting a power rather than keeping them and advancing a level. The XP are expended when you manifest the power, whether or not the manifestation succeeds.

DESCRIPTIVE TEXT

This portion of a power description details what the power does and how it works. If one of the previous lines in the description included "see text," this is where the explanation is found. If the power you're reading about is based on another power (see Power Chains, page 69), you might have to refer to a different power for the "see text" information. If a power is the equivalent of a spell (such as *psionic fabricate*), an entry of "see spell text" directs you to the appropriate spell description in the *Player's Handbook*.

Augment: Many powers have variable effects based on the number of power points you spend when you manifest them. The more points spent, the more powerful the manifestation. How this extra expenditure affects a power is specific to the power. Some augmentations allow you to increase the number of damage dice, while others extend a power's duration or modify a power in unique ways. Each power that can be augmented includes an entry giving how many power points it costs to augment and the effects of doing so. However, you can spend only a total number of points on a power equal to your manifester level.

For instance, the 3rd-level power *energy bolt* costs 5 power points, but it can be augmented to deal 1d6 additional points of damage per additional power point spent. A 7th-level psion could spend up to 7 power points on *energy bolt* and deal 7d6 points of damage.

Augmenting a power takes place as part of another action (manifesting a power). Unless otherwise noted in the Augment section of an individual power description, you can augment a power only at the time you manifest it.

POWERS AND POWER POINTS

Psionic characters manifest powers, which involve the direct manipulation of personal mental energy. These manipulations require natural talent and personal meditation.

Unlike wizards, psionic characters do not have "powerbooks" and do not prepare powers ahead of time. In this way psionic characters are akin to bards and sorcerers, who cast spells on the fly. A psionic character's level limits the number of power points available to manifest powers (see Chapter 2: Classes). A psionic character's relevant high score (see Table 2–1: Ability Modifiers and Bonus Power Points) might allow him to gain extra power points. He can manifest the same power more than once, but each manifestation subtracts power points from his daily limit. Manifesting a power is an arduous mental task. To do so, a psionic character must have a key ability score of at least 10 + the power's level.

Daily Power Point Acquisition: To regain used daily power points, a psionic character must have a clear mind. To clear his mind, he must first sleep for 8 hours. The character does not have to slumber for every minute of the time, but he must refrain from movement, combat, manifesting powers, skill use, conversation, or any other demanding physical or mental task during the rest period. If his rest is interrupted, each interruption adds 1 hour to the total amount of time he has to rest to clear his mind, and he must

BEHIND THE CURTAIN: REGAINING POWER POINTS

Some may wonder why spent power points do not return at a per-hour rate. The short answer is that it's easier to track your power points if they come back all at once. More important, with this system, characters have less opportunity to "game" their use of power points, timing the events of the day based on their points' use and renewal. Allowing a return-rate-per-hour system would give psionic characters and monsters access to more abilities each day. In addition, the need for rest is reason enough to not allow a faster points-return rate. Without a protracted period of relaxation, the mind isn't rested. Power points are not divorced from the body; they are part of it. Using power points is mentally tiring, and without the requisite period of rest, they do not regenerate. For this same reason, they do not regenerate at a steady rate throughout the day. Only rest brings mental renewal.

have at least 1 hour of rest immediately prior to regaining lost power points. If the character does not need to sleep for some reason, he still must have 8 hours of restful calm before regaining power points. For example, elf psionic characters need 8 hours of rest to clear their minds, even though they need only 4 hours of trance to refresh their bodies. Thus, an elf psion could trance for 4 hours and rest for 4 hours, then regain power points.

Recent Manifesting Limit/Rest Interruptions: If a psionic character has manifested powers recently, the drain on his resources reduces his capacity to regain power points. When he regains power points for the coming day, all power points he has used within the last 8 hours count against his daily limit. If Ialdabode normally has 2 power points per day, but he had to manifest *psionic charm* during the night, he regains 1 less power point the next day.

Peaceful Environment: To regain power points, a psionic character must have enough peace, quiet, and comfort to allow for proper concentration. The psionic character's surroundings need not be luxurious, but they must be free from overt distractions, such as combat raging nearby or other loud noises. Exposure to inclement weather prevents the necessary concentration, as does any injury or failed saving throw the character might incur while concentrating on regaining power points.

Regaining Power Points: Once the character has rested in a suitable environment, it takes only an act of concentration spanning 1 full round to regain all power points of the psionic character's daily limit.

Death and Power Points: If a character dies, all daily power points stored in his mind are wiped away. A potent effect (such as *reality revision*) can recover the lost power points when it recovers the character.

ADDING POWERS

Psionic characters can learn new powers when they attain a new level. A psion can learn any power from the psion/wilder list and powers from his chosen discipline's list. A wilder can learn any power from the psion/wilder list. A psychic warrior can learn any power from the psychic warrior list.

Powers Gained at a New Level: Psions and other psionic characters perform a certain amount of personal meditation between adventures in an attempt to unlock latent mental abilities. Each time a psionic character attains a new level, he or she learns additional powers according to his class description.

Psions, psychic warriors, and wilders learn new powers of their choice in this fashion. These powers represent abilities unlocked from latency. The powers must be of levels the characters can manifest.

Independent Research: A psion also can research a power independently, duplicating an existing power or creating an entirely new one.

If the DM decides to allow characters to develop new powers, use these guidelines to handle the situation.

Any kind of manifester can create a new power. The research involved requires access to a retreat conducive to uninterrupted meditation. Research involves an expenditure of 200 XP per week and takes one week per level of the power. This experience point cost reflects the dangerous inner journey the character embarks upon. At the end of that time, the character makes a Psicraft check (DC 10 + spell level). If that check succeeds, the character learns the new power if her research produced a viable power. If the check fails, the character must go through the research process again if she wants to keep trying.

The DM should work with the player before the research begins and give her guidance on the parameters under which an original power might be acceptable in the game. (See Creating New Spells, page 35 of the *Dungeon Master's Guide*, for suggestions.) The DM is justified in ruling ahead of time that powers that invoke certain abilities such as time travel are never viable, and thus powers associated with them cannot be successfully researched in the campaign. The number of powers that all psionic classes can know is strictly limited; manifesters can never exceed those limits even through the research of original powers.

Manifest an Unknown Power from Another's Powers Known

A psionic character can attempt to manifest a power from a source other than his own knowledge (usually a power stone or another willing psionic character). To do so, the character must first make contact (a process similar to addressing a power stone, requiring a Psicraft check against a DC of 15+ the level of the power to be manifested). A psionic character can make contact with only a willing psionic character or creature (unconscious creatures are considered willing, but not psionic characters under the effects of other immobilizing conditions). Characters who can't use power stones for any reason are also banned from attempting to manifest powers from the knowledge of other psionic characters. Mental contact requires 1 full round of physical contact, which can provoke attacks of opportunity. Once contact is achieved, the character becomes aware of all the powers stored in the power stone or all the powers the other character knows up to the highest level of power the contactor knows himself. For instance, if a psion can normally manifest 5th-level powers, he gains awareness of all the other psion's powers known of 5th level or lower.

Next, the psionic character must choose one of the powers and make a second Psicraft check (DC 15 + the power's level) to see if he understands it. If the power is not on his class list, he automatically fails this check.

Upon successfully making contact with another willing psionic character or creature and learning what he can of one power in particular, the character can immediately attempt to manifest that power even if he doesn't know it (and assuming he has power points left for the day). He can attempt to manifest the power normally on his next turn, and he succeeds if he makes one additional Psicraft check (DC 15 + the power's level). He retains the ability to manifest the selected power for only 1 round. If he doesn't manifest the power, fails the Psicraft check, or manifests a different power, he loses his chance to manifest that power for the day.

USING STORED POWER POINTS

Psionic characters live and die by the number of power points available to them at any given time. Not surprisingly, a variety of psionic items exist to store power points for later use, in particular a storage device called a *cognizance crystal* (see Chapter 7: Psionic Items). Regardless of what sort of item stores the power points, all psionic characters must follow strict rules when tapping stored power points.

A Single Source: When using power points from a storage item to manifest a power, a psionic character may not pay the power's cost with power points from more than one source. He must either use an item, his own power point reserve, or some other discrete power point source to pay the manifestation cost. Thus, a psion attempting to manifest a power with a cost of 3 power points could not use an item whose maximum storage capacity is only 1 power point, adding to that single power point with 2 more from his own power point reserve. However, he could use a storage device with a higher maximum to manifest one or more powers whose costs are less than the maximum: a *cognizance crystal* holding a maximum of 9 power points could pay for nine 1st-level powers, or some other combination of powers whose costs added up to 9.

Recharging: Most power point storage devices allow psionic characters to "recharge" the item with their own power points. Doing this depletes the character's power point reserve on a 1-for-1 basis as if he had manifested a power; however, those power points remain indefinitely stored.

The opposite is not true—psionic characters may not use power points stored in a storage item to replenish their own power point reserves.

SPECIAL ABILITIES

Mind flayers, githyanki, yuan-ti, and other psionic creatures can create psionic effects without having levels in a psionic class (although they can take a psionic class to further enhance their abilities); such creatures have the psionic subtype. Characters using dorjes, *cognizance crystals,* and other psionic items can also create psionic effects. In addition to existing spell-like and supernatural abilities, this book introduces psi-like abilities. (Psionic creatures may also have extraordinary and natural abilities, which are described in the *Player's Handbook* and the *Monster Manual*.)

Psi-Like Abilities (Ps): The manifestation of powers by a psionic character is considered a psi-like ability, as is the manifestation of powers by creatures without a psionic class (creatures with the psionic subtype, also simply called psionic creatures). Usually, a psionic creature's psi-like ability works just like the power of that name. A few psi-like abilities are unique; these are explained in the text where they are described.

Psi-like abilities have no verbal, somatic, or material components, nor do they require a focus or have an XP cost (even if the equivalent power has an XP cost). The user activates them mentally. Armor never affects a psi-like ability's use. A psi-like ability has a manifesting time of 1 standard action unless noted otherwise in the ability description. In all other ways, a psi-like ability functions just like a power. However, a psionic creature does not have to pay a psi-like ability's power point cost.

Psi-like abilities are subject to power resistance and to being dispelled by *dispel psionics*. They do not function in areas where psionics is suppressed or negated (such as a *null psionics field*).

Supernatural Abilities: Some creatures have psionic abilities that are considered supernatural. Psionic feats are also supernatural abilities. These abilities cannot be disrupted in combat, as powers can be, and do not provoke attacks of opportunity (except as noted in their descriptions). Supernatural abilities are not subject to power resistance and cannot be negated or dispelled; however, they do not function in areas where psionics is suppressed, such as a *null psionics field*.

VARIANT: PSIONICS IS DIFFERENT

The standard psionics system treats psionic energy and magic as mutually and equally vulnerable to a *dispel magic* spell or a *dispel psionics* power. Spell resistance protects against powers just as it protects against spells, while power resistance protects against spells as it does against powers. For example, a dragon with spell resistance 18 also has power resistance 18 against any power. Likewise, spells that protect against mind-affecting effects work against mind-affecting powers and vice versa.

There are many good reasons to treat psionics this way, but the primary one concerns game balance. The core D&D game is already designed to handle magic in all its intricacies. Any system that strays too far from this balanced rule foundation runs the risk of becoming a "tacked-on" system that is not integrated with the rest of the game.

This kind of situation can add complexity to a campaign, however. Say you are playing a character using a new psionics system that is not integrated with magic, in a campaign designed exclusively for magic and spellcasters. When you appear on the scene, you are the lone psionic being in your region, or even in the world. Nothing can innately resist the alien energies of your mind (although saving throws still work normally). Of course, what's good for the goose is good for the gander—to you, magic is the unstoppable alien energy that you cannot dispel with your powers or resist successfully. Your only viable options are to befriend a spellcaster or two or acquire magic items that offer some measure of protection against magic.

This section provides guidelines for differentiating between magic and psionics. Remember that this is an optional method of dealing with psionics, one that should be embraced only by a DM willing to do additional preparation between games to ensure balance.

Dispelling: *Dispel magic* has no effect when cast against any psionic power, ability, or item. Likewise, *dispel psionics* is only so much noise and light when manifested against a spell, effect, or item.

Diminished Effect: Alternatively, *dispel magic* has a diminished effect on psionic powers, while *dispel psionics* has a diminished effect on magic. When making a dispel check against the opposing energy, the check is assessed a –4 penalty.

Mind-Affecting Spells and Powers: Spells and special abilities that protect the mind against enchantments cannot protect against psionic versions of the same effects. For instance, elves do not gain the +2 bonus on their Will saves against *psionic charm* that they do against magical *charm person*. Creatures protected from telepathy powers are vulnerable to enchantments.

Diminished Effect: Alternatively, creatures gain only half their normal resistance. For instance, elves gain a +1 bonus on their Will saving throws to resist telepathy powers.

Dead Magic/Null Psionic Areas: *Antimagic field* does not hinder psionics, nor does *null psionics field* disrupt or suppress magic within its area.

Diminished Effect: Alternatively, psionics have a chance to be hindered in an area of dead magic, and vice versa. Each round, an opposing effect has only a 50% chance to remain unhindered. If hindered, it is considered suppressed for 1d4 rounds, then it becomes unhindered for the remaining duration of the power.

Spell Resistance and Power Resistance: A demon's spell resistance is no good against even minor powers manifested by a 1st-level psionic character (although saving throws apply as normal). Especially powerful psionic creatures have power resistance, which works against targeted powers but is useless against targeted spells.

Diminished Effect: Alternatively, spell resistance works against powers, and power resistance works against spells, though in both cases the power resistance and spell resistance is considered to be 10 lower than its actual value. Thus a creature with spell resistance 25 resists a power as though it had power resistance 15.

Creature "Evolution": In a world where psionic powers work but where spell resistance won't protect against a power, powerful creatures must have both spell resistance and power resistance or quickly become extinct. The same can be said of psionic creatures with special protection against mental energies, but none against magic. Take advantage of the following modifications when using this option.

Similar to the diminished effect options described above, all creatures from the *Monster Manual* with spell resistance 10 or higher gain power resistance equal to their spell resistance minus 10. For example, a dragon with spell resistance 18 would also have power resistance 8. All creatures in the *Monster Manual* with psionic abilities gain power resistance equal to their spell resistance, if any.

A few creatures detailed in Chapter 8 of this book have power resistance. Under this option, creatures with power resistance 10 or higher also have spell resistance equal to their power resistance minus 10.

Specialty Spells and Powers: As with creature "evolution" above, specialty spells and powers must exist that allow the disparate energies to manipulate each other on a limited scale. For instance, spellcasters could have a *dispel psionics* spell, but it is not nearly as powerful against powers as *dispel magic* is against equivalent spells. Psions might develop a *negate magic* power, but it is not as potent against spells as *dispel psionics* is against equivalent powers.

Generally, any spells or powers that allow spells to interact with psionics and vice versa should be of higher level and provide less effect than spells or powers of similar name that remain within their own area of influence. Some examples follow.

Detect Psionics: This 2nd-level spell functions exactly as *detect magic*, except for its higher level and the fact that it detects for psionics.

Detect Magic: This 2nd-level power functions like a standard *detect magic*, except for its higher level and the fact that it detects for magic.

Negate Psionics: This 5th-level spell functions as if cast by a caster two levels lower than the caster's actual level. It is otherwise similar to *dispel magic*, except that it targets psionics.

Negate Magic: This 5th-level power functions as if manifested by a manifester two levels lower than the manifester's actual level. Otherwise, it is similar to *dispel psionics*, except that it targets magic.

PSIONIC CAMPAIGNS

When the Crystal Mind, an entity as large as a moon, appeared in the sky a generation ago, the world changed. Creatures and people began to develop strange mental abilities never before seen. These mental abilities were not spells, yet could alter the world by mere will. Psionics was loosed into the world.

If you (the DM) have never used psionics in your game before now, you may hesitate to embrace this new system of rules. To ease your transition, this section provides helpful points, background information, and additional rules to help you run a campaign that includes the art of psionics.

ADDING PSIONICS TO YOUR GAME

Employing a kind of "revisionist history" may be the easiest method for incorporating psionics into your game. You simply decide that psionic characters, monsters, items, and quests have always been a part of your world. It's just that previous to now, your characters hadn't encountered psionics, or never realized that mental mastery offers much more than the simple benefits of peaceful meditation.

Certain NPCs, strange occurrences, and particular monsters the players had come across during the course of the game turn out to be psionic, even if the players hadn't previously realized this. For instance, the crime lord the PCs recently put down was secretly a mental pawn of a psionic creature called a cerebrilith (see page 192). The cerebrilith seeks to secretly dominate a region of the world using its psionic powers of domination. What the PCs assume to be simple magical enchantments turn out to be far more when they encounter another pawn of the cerebrilith, a full-blown psion, or perhaps even the cerebrilith itself.

The First Psionic Characters

Maybe your players haven't heard of other psionic NPCs before because the characters themselves are among the first to exhibit such powers. This might be the case for any of the following reasons:

- Your world is young. The PCs are among the first to explore this new power.
- Psionics is not as easy to come by as magic, and requires an effort greater than a player simply deciding to play a psionic character. Perhaps it requires specific sponsorship by another psionic character (to help unlock the inner abilities of the would-be psionic character), the completion of a grand quest (to find the Mind's Key that grants any creature who holds it, however briefly, the ability to develop psionic character levels), or slaying the guardian of the "Wall of Veiled Deceit" (which previously prevented any creature from developing psionic powers).

- A revolution, upheaval, or invasion shakes up your campaign world so much that the appearance of psionics within it is just one more change among other alterations. Such a change could conceivably be brought about by the characters themselves (such as when they bring down the "Wall of Veiled Deceit") or might have nothing to do with the characters, except that it allows them and all other worthy characters to explore the new powers of the mind. The appearance of the Crystal Mind as described in the opening paragraph of this section is one such titanic shift. By its mere presence, the Crystal Mind sets up psionic resonances that in turn loose psionic ability into the world.

The first psionic characters have new abilities to explore, but they also must cope with the scarcity of psionic items. PCs have to craft their psionic items themselves, or discover an ancient trove of such items from a time when the world teemed with psionic characters (before the Great Purge, or when the Crystal Mind last appeared in the skies, or whatever suits your campaign).

Designing Psionic Adventures

Just because you've allowed psionic player characters into the party doesn't mean from this point on, all adventures must contain some seed of psionic influence. For the most part, you need not change your adventures' style.

That said, including other psionic creatures, psionic NPCs, or the occasional psionic-themed adventure in the course of your campaign will create greater verisimilitude for your players. For instance, you might create a psion instead of a spellcaster as a villain for the next encounter. Likewise, you might decide that the next randomly rolled barbarian is instead a psychic warrior or a soulknife. If the players are initially unfamiliar with the classes presented in this book, such characters' appearance in the game will seem all the more mysterious.

The High-Psionics Campaign

What distinguishes a "high-psionics campaign" from a campaign that includes psionic player characters and psionic-themed adventures? In short, the quantity of psionic goodies available to PCs, NPCs, and psionic creatures.

A high-psionics campaign is likely to exceed high levels and pass into epic levels. In a high-psionics campaign, the PCs may come up against a foe who threatens—with conviction—to bring the moon crashing down with the tremendous power of her mind alone. The players themselves are imbued with greater than average powers (in the form of epic psionic powers and epic feats), and could themselves become objects of terror to lesser mortals.

At its most basic, a high-psionics campaign distributes simple psionic ability far more extensively than normal. Even if you don't want to aim for the high end of the scale described in the previous paragraph, you can achieve a high-psionics campaign if you sprinkle psionic classes and the Hidden Talent feat (see the sidebar) liberally through the PC and NPC population of your world.

Psionic Maladies

In an ongoing campaign world where psionic power is the norm, the possession of power far beyond the capabilities of common minds does not come without a price. Even while psionic characters revel in their abilities, they should beware of afflictions that specifically target their source of power.

Ability Burn: This is a special form of ability damage that cannot be magically or psionically healed. It is caused by the use of certain psionic feats and powers (see Body Fuel on page 41 and *psychofeedback* on page 127). It returns only through natural healing.

Disease, Cascade Flu: Spread by brain moles and other vermin; injury; DC 13; incubation one day; damage psionic cascade.

A psionic cascade is a loss of control over psionic abilities. Using power points becomes dangerous for a character infected by cascade flu, once the incubation period has run its course. Every time an afflicted character manifests a power, she must make a DC 16 Concentration check. On a failed check, a psionic cascade is triggered. The power operates normally, but during the following round, without the character's volition, two additional powers she knows manifest randomly, and their power cost is deducted from the character's reserve. During the next round, three additional powers manifest, and so on, until all the psionic character's power points are drained. (A psionic character who knows only a few powers but has many power points could run through her entire list of powers known many times.) Powers with a range of personal or touch always affect the diseased character. For other powers that affect targets, roll d%: On a

HIDDEN TALENT [GENERAL]

Your mind wakes to a previously unrealized talent for psionics.

Prerequisite: This feat can only be taken at 1st level.

Benefit: Your latent power of psionics flares to life, conferring upon you the designation of a psionic character. As a psionic character, you gain a reserve of 2 power points, and you can take psionic feats, metapsionic feats, and psionic item creation feats. If you have or take a class that grants power points, the power points gained from Hidden Talent are added to your total power point reserve.

When you take this feat, choose one 1st-level power from any psionic class list. You know this power (it becomes one of your powers known). You can manifest this power with the power points provided by this feat if you have a Charisma score of 11 or higher. If you have no psionic class levels, you are considered a 1st-level manifester when manifesting this power. If you have psionic class levels, you can manifest the power at the highest manifester level you have attained. (This is not a manifester level, and it does not add to any manifester levels gained by taking psionic classes.) If you have no psionic class levels, use Charisma to determine how powerful a power you can manifest and how hard those powers are to resist.

Note: This is an expanded version of the Wild Talent feat, intended for use in high-psionics campaigns.

01–50 result, the power affects the diseased character, and 51–00 indicates that the power targets other creatures in the vicinity. Psionic creatures (those that manifest their powers without paying points) cascade until all the powers they know have manifested at least twice.

As with any disease, a psionic character who is injured or attacked by a creature carrying a disease or parasite, or who otherwise has contact with contaminated material, must make an immediate Fortitude save. On a success, the disease fails to gain a foothold. On a failure, the character takes damage (or incurs the specified effect) after the incubation period. Once per day afterward, the afflicted character must make a successful Fortitude save to avoid repeating the damage. Two successful saving throws in a row indicate she has fought off the disease.

Disease, Cerebral Parasites: Spread by contact with infected psionic creatures; contact; DC 15; incubation 1d4 days; damage 1d8 power points.

Cerebral parasites are tiny organisms, undetectable to normal sight. An afflicted character may not even know he carries the parasites—until he discovers he has fewer power points for the day than expected. Psionic creatures with cerebral parasites are limited to using each of their known powers only once per day (instead of freely manifesting them).

See the note about diseases under Cascade Flu, above.

Negative Levels: Psionic characters can gain negative levels just like members of other character classes. A psionic character loses access to one power per negative level from the highest level of power he can manifest; he also loses a number of power points equal to the cost of that power. If two or more powers fit these criteria, the manifester decides which one becomes inaccessible. The lost power becomes available again as soon the negative level is removed, providing the manifester is capable of using it at that time. Lost power points also return.

PSIONIC CREATURES

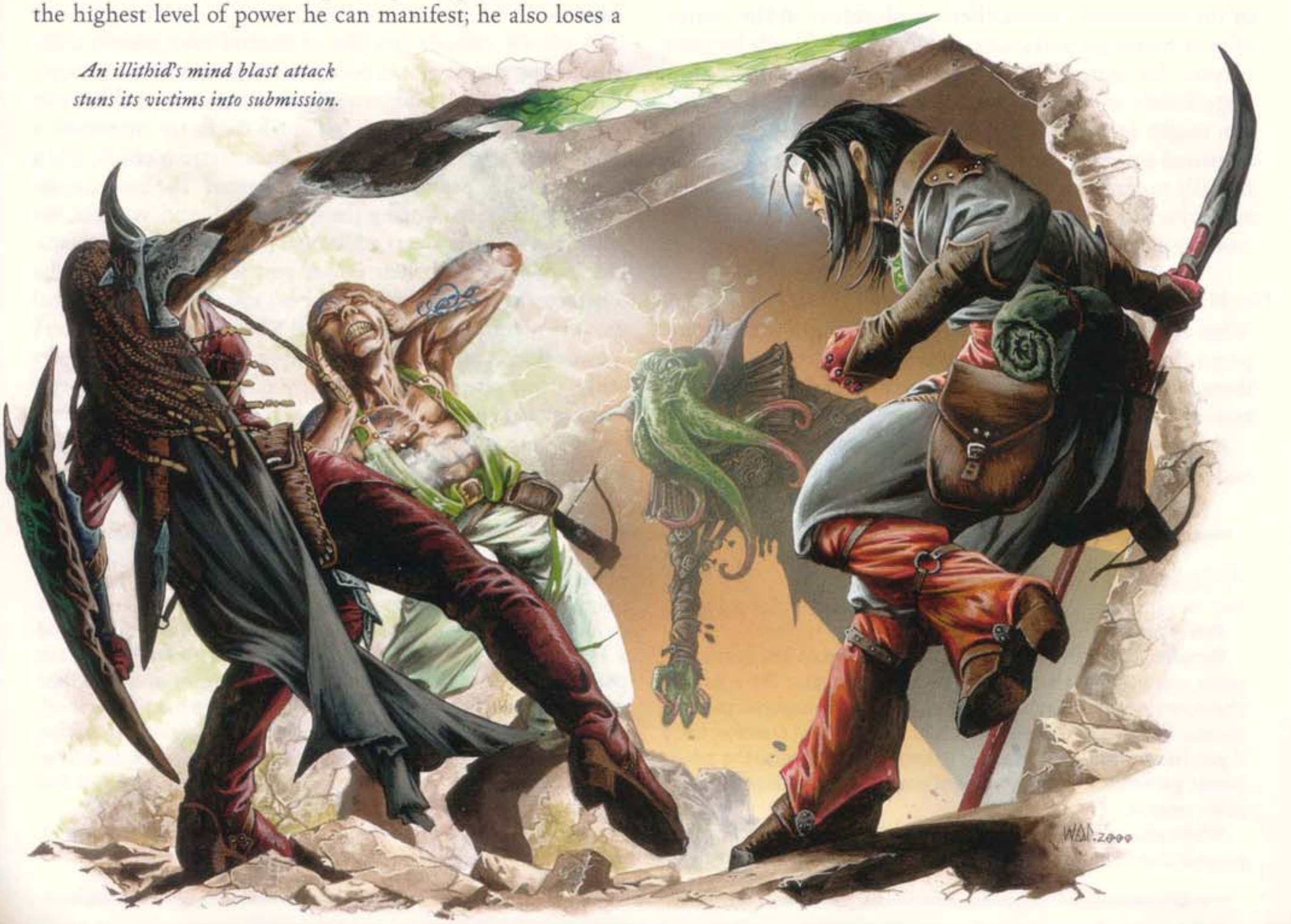
Any creature with psionic powers has the psionic subtype. A psionic creature can be born with the subtype or can gain the subtype during its life.

A creature meeting any one of the following criteria has the psionic subtype:

- Creatures with a power point reserve, including characters who have levels in a character class that grants them a power point reserve or creatures who have the Wild Talent feat.
- Creatures with psi-like abilities, including characters who have racial psi-like abilities.
- Creatures that have spell-like abilities described as "psionics," including the aboleth, mind flayer, yuan-ti, and monsters from sources other than the *Monster Manual*.

Traits: Other than the fact that all psionic creatures have psionic powers, power points, or psi-like abilities, psionic creatures have no specific traits. The psionic subtype serves to identify creatures that may be vulnerable to powers, spells, and effects targeting psionic creatures.

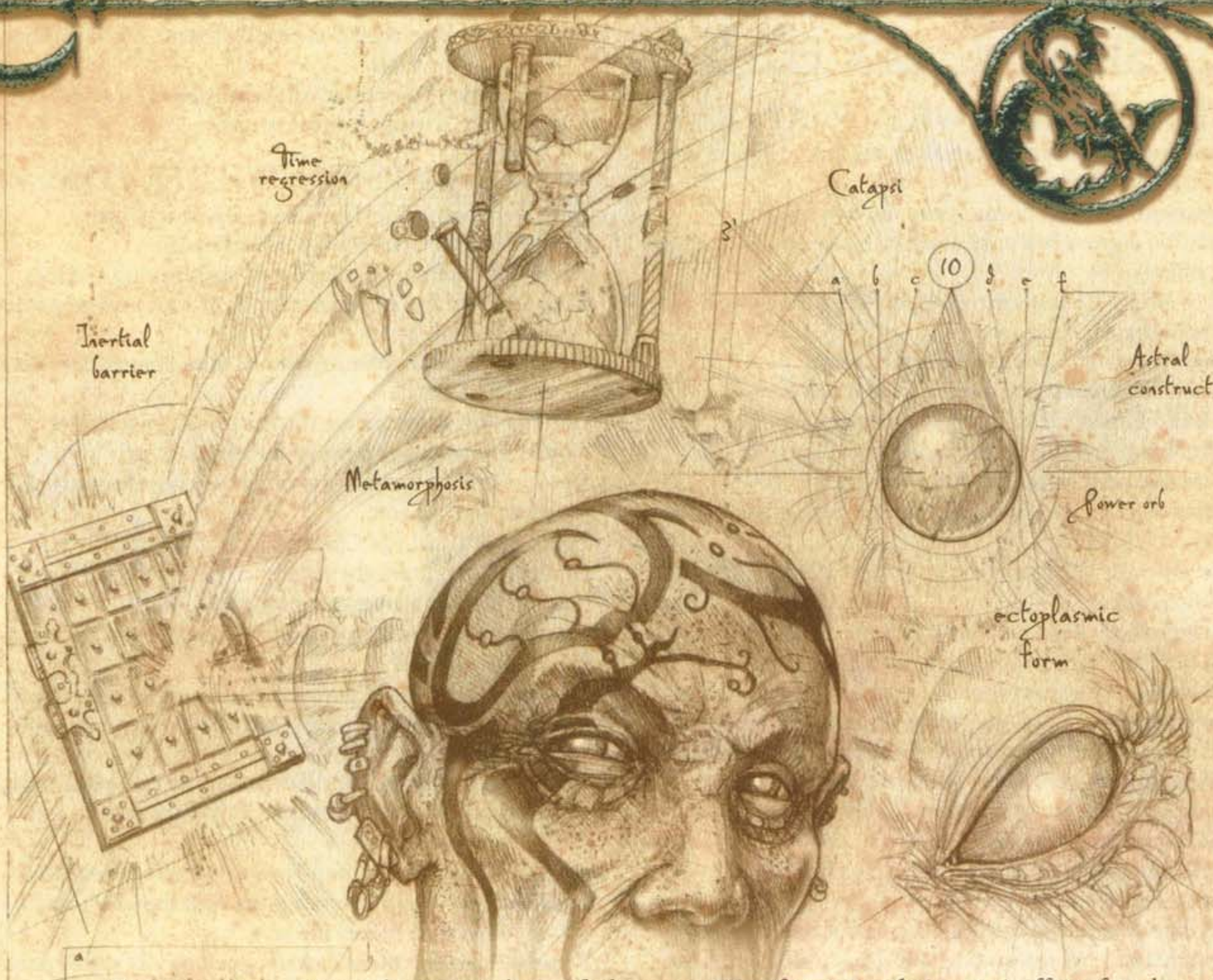
Illus. by W. Reynolds



An illithid's mind blast attack stuns its victims into submission.

POWERS

CHAPTER FIVE



Illus. by A. Swekel

This chapter contains the power lists of the psionic classes. An ^A appearing at the end of a power's name in the power lists denotes an augmentable power. An ^X denotes a power with an XP component paid by the manifester.

The remainder of the chapter contains power descriptions in alphabetical order by power name.

Power Chains: Some powers reference other powers that they are based upon. Only information in a power later in the power chain that is different from the base power is covered in the power being described. Header entries and other information that are the same as the base power are not repeated. The same holds true for powers that are the equivalents of spells in the *Player's Handbook*; typically, only the way the power varies from the spell is noted, such as power point cost.

Order of Presentation: In the power lists and the power descriptions that follow them, the powers are presented in alphabetical order by name—except for those belonging to certain power chains and those that are psionic equivalents of spells in the *Player's Handbook*. When a power's name begins with "lesser," "greater," "mass," or a similar kind of qualifier, the power description is alphabetized under the second word of the power description instead. When the effect of a power is essentially the same as that of a spell, the power's name is simply "Psionic" followed by the name of the spell, and it is alphabetized according to the spell name.

Manifester Level: A power's effect often depends on the manifester level, which is the manifester's psionic class level. A creature with no classes has a manifester level equal to its Hit Dice unless otherwise specified. The word "level" in the power lists always refers to manifester level.

Creatures and Characters: "Creatures" and "characters" are used synonymously in the power descriptions.

Augment: Many powers vary in strength depending on how many power points you put into them. The more power points you spend, the more powerful the manifestation. However, you can spend only a total number of points on a power equal to your manifester level, unless you have an ability that increases your effective manifester level.

Many powers can be augmented in more than one way. When the Augment section contains numbered paragraphs, you need to spend power points separately for each of the numbered options. When a paragraph in the Augment section begins with "In addition," you gain the indicated benefit according to how many power points you have already decided to spend on manifesting the power.

PSION/WILDER POWERS

1ST-LEVEL PSION/WILDER POWERS

Astral Traveler: Enable yourself or another to join an *astral caravan*-enabled trip.
Attraction[A]: Subject has an attraction you specify.
Bolt[A]: You create a few enhanced short-lived bolts, arrows, or bullets.
Call to Mind: Gain additional Knowledge check with +4 competence bonus.
Catfall[A]: Instantly save yourself from a fall.
Conceal Thoughts: You conceal your motives.
Control Flames[A]: Take control of nearby open flame.
Control Light: Adjust ambient light levels.
Create Sound: Create the sound you desire.
Crystal Shard[A]: Ranged touch attack for 1d6 points of piercing damage.
Daze, Psionic[A]: Humanoid creature of 4 HD or less loses next action.
Deceleration[A]: Target's speed is halved.
Déjà Vu[A]: Your target repeats his last action.
Demoralize[A]: Enemies become shaken.
Detect Psionics: You detect the presence of psionics.
Disable[A]: Subjects incorrectly believe they are disabled.
Dissipating Touch[A]: Touch deals 1d6 damage.
Distract: Target gets –4 bonus on Listen, Search, Sense Motive, and Spot checks.
Ecto Protection[A]: An astral construct gains bonus against *dismiss ectoplasm*.
Empathy[A]: You know the subject's surface emotions.
Empty Mind[A]: You gain +2 on Will saves until your next action.
Energy Ray[A]: Deal 1d6 energy (cold, electricity, fire, or sonic) damage.
Entangling Ectoplasm: You entangle a foe in sticky goo.
Far Hand[A]: Move small objects at a limited distance.
Float[A]: You buoy yourself in water or other liquid.
Force Screen[A]: Invisible disc provides +4 shield bonus to AC.
Grease, Psionic: Makes 10-ft. square or one object slippery.
Hammer[A]: Melee touch attack deals 1d8/round.
Inertial Armor[A]: Tangible field of force provides you with +4 armor bonus to AC.
Know Direction and Location: You discover where you are and what direction you face.
Matter Agitation: You heat a creature or object.
Mind Thrust[A]: Deal 1d10 damage.
Missive[A]: Send a one-way telepathic message to subject.
My Light[A]: Your eyes emit 20-ft. cone of light.
Precognition, Defensive[A]: Gain +1 insight bonus to AC and saving throws.
Precognitionion, Offensive[A]: Gain +1 insight bonus on your attack rolls.
Prescience, Offensive[A]: Gain +2 insight bonus on your damage rolls.
Sense Link[A]: You sense what the subject senses (single sense).
Skate: Subject slides skillfully along the ground.
Synesthete: You receive one kind of sense when another sense is stimulated.
Telempathic Projection: Alter the subject's mood.
Vigor[A]: Gain 5 temporary hit points.

2ND-LEVEL PSION/WILDER POWERS

Bestow Power[A]: Subject receives 2 power points.
Biofeedback[A]: Gain damage reduction 2/—.
Body Equilibrium: You can walk on nonsolid surfaces.
Cloud Mind: You erase knowledge of your presence from target's mind.
Concealing Amorpha: Quasi-real membrane grants you concealment.
Concussion Blast[A]: Deal 1d6 force damage to target.
Control Sound: Create very specific sounds.
Detect Hostile Intent: You can detect hostile creatures within 30 ft. of you.
Ego Whip[A]: Deal 1d4 Cha damage and daze for 1 round.
Elfsight: Gain low-light vision, +2 bonus on Search and Spot checks, and notice secret doors.
Energy Adaptation, Specified[A]: Gain resistance 10 against one energy type.
Energy Push[A]: Deal 2d6 damage and knock subject back.
Energy Stun[A]: Deal 1d6 damage and stun target if it fails both saves.
Feat Leech[A]: Borrow another's psionic or metapsionic feats.
Id Insinuation[A]: Swift tendrils of thought disrupt and confuse your target.
Identify, Psionic: Learn the properties of a psionic item.
Inflict Pain[A]: Telepathic stab gives your foe –4 on attack rolls, or –2 if he makes the save.
Knock, Psionic: Opens locked or psionically sealed door.
Levitate, Psionic: You move up and down, forward and back via mental support.
Mental Disruption[A]: Daze creatures within 10 feet for 1 round.
Missive, Mass[A]: You send a one-way telepathic message to an area.
Psionic Lock: Secure a door, chest, or portal.
Recall Agony[A]: Foe takes 2d6 damage.
Sense Link, Forced: Sense what subject senses.
Share Pain: Willing subject takes some of your damage.
Sustenance: Go without food and water for one day.
Swarm of Crystals[A]: Crystal shards are sprayed forth doing 3d4 slashing damage.
Thought Shield[A]: Gain PR 13 against mind-affecting powers.
Tongues, Psionic: You can communicate with intelligent creatures.

3RD-LEVEL PSION/WILDER POWERS

Body Adjustment[A]: You heal 1d12 damage.
Body Purification[A]: You restore 2 points of ability damage.
Danger Sense[A]: You gain +4 bonus against traps.
Darkvision, Psionic: See 60 ft. in total darkness.
Dismiss Ectoplasm: Dissipates ectoplasmic targets and effects.
Dispel Psionics[A]: Cancels psionic powers and effects.
Energy Bolt[A]: Deal 5d6 energy damage in 120-ft. line.
Energy Burst[A]: Deal 5d6 energy damage in 40-ft. burst.

Energy Retort^A: Ectoburst of energy automatically targets your attacker for 4d6 damage once each round.
Energy Wall: Create wall of your chosen energy type.
Eradicate Invisibility^A: Negate invisibility in 50-ft. burst.
Keen Edge, Psionic: Doubles normal weapon's threat range.
Mental Barrier^A: Gain +4 deflection bonus to AC until your next action.
Mind Trap^A: Drain 1d6 power points from anyone who attacks you with a telepathy power.
Psionic Blast: Stun creatures in 30-ft. cone for 1 round.
Share Pain, Forced^A: Unwilling subject takes some of your damage.
Solicit Psicrystal^A: Your psicrystal takes over your concentration power.
Telekinetic Force^A: Move an object with the sustained force of your mind.
Telekinetic Thrust^A: Hurl objects with the force of your mind.
Time Hop^A: Subject hops forward in time 1 round/level.
Touchsight^A: Your telekinetic field tells you where everything is.
Ubiquitous Vision: You have all-around vision.

4TH-LEVEL PSION/WILDER POWERS

Aura Sight^A: Reveals creatures, objects, powers, or spells of selected alignment axis.
Correspond: Hold mental conversation with another creature at any distance.
Death Urge^A: Implant a self-destructive compulsion.
Detect Remote Viewing: You know when others spy on you remotely.
Dimension Door, Psionic: Teleports you short distance.
Divination, Psionic: Provides useful advice for specific proposed action.
Empathic Feedback^A: When you are hit in melee, your attacker takes damage.
Energy Adaptation^A: Your body converts energy to harmless light.
Freedom of Movement, Psionic: You cannot be held or otherwise rendered immobile.
Intellect Fortress^A: Those inside fortress take only half damage from all powers and psi-like abilities until your next action.
Mindwipe^A: Subject's recent experiences wiped away, bestowing negative levels.
Personality Parasite: Subject's mind calves self-antagonistic splinter personality for 1 round/level.
Power Leech: Drain 1d6 power points/round while you maintain concentration; you gain 1/round.
Psychic Reformation^X: Subject can choose skills, feats, and powers anew for previous levels.
Telekinetic Maneuver^A: Telekinetically bull rush, disarm, grapple, or trip your target.
Trace Teleport^A: Learn destination of subject's *teleport*.
Wall of Ectoplasm: You create a protective barrier.

5TH-LEVEL PSION/WILDER POWERS

Adapt Body: Your body automatically adapts to hostile environments.
Catapsi^A: Psychic static inhibits power manifestation.
Ectoplasmic Shambler: Foglike predator deals 1 point of damage/two levels each round to an area.
Incarnate^X: Make some powers permanent.
Leech Field^A: Leech power points each time you make a saving throw.
Major Creation, Psionic: As *psionic minor creation*, plus stone and metal.
Plane Shift, Psionic: Travel to other planes.
Power Resistance: Grant PR equal to 12 + level.
Psychic Crush^A: Brutally crush subject's mental essence, reducing subject to –1 hit points.
Shatter Mind Blank: Cancels target's *mind blank* effect.
Tower of Iron Will^A: Grant PR 19 against mind-affecting powers to all creatures within 10 ft. until your next turn.
True Seeing, Psionic^A: See all things as they really are.

6TH-LEVEL PSION/WILDER POWERS

Aura Alteration^A: Repairs psyche or makes subject seem to be something it is not.
Breath of the Black Dragon^A: Breathe acid for 11d6 damage.
Cloud Mind, Mass: Erase knowledge of your presence from the minds of one creature/level.
Contingency, Psionic^X: Sets trigger condition for another power.
Co-opt Concentration: Take control of foe's concentration power.
Disintegrate, Psionic^A: Turn one creature or object to dust.
Fuse Flesh^A: Fuse subject's flesh, creating a helpless mass.
Overland Flight, Psionic: You fly at a speed of 40 ft. and can hustle over long distances.
Remote View Trap: Deal 8d6 points electricity damage to those who seek to view you at a distance.
Retrieve^A: Teleport to your hand an item you can see.
Suspend Life: Put yourself in a state akin to suspended animation.
Temporal Acceleration^A: Your time frame accelerates for 1 round.

7TH-LEVEL PSION/WILDER POWERS

Decerebrate: Remove portion of subject's brain stem.
Divert Teleport: Choose destination for another's *teleport*.
Energy Conversion: Offensively channel energy you've absorbed.
Energy Wave^A: Deal 13d4 damage of your chosen energy type in 120-ft. cone.
Evade Burst^A: You take no damage from a burst on a successful Reflex save.
Insanity^A: Subject is permanently *confused*.
Mind Blank, Personal: You are immune to scrying and mental effects.
Moment of Prescience, Psionic: You gain insight bonus on single attack roll, check, or save.
Oak Body^A: Your body becomes as hard as oak.
Phase Door, Psionic: Invisible passage through wood or stone.
Sequester, Psionic^X: Subject invisible to sight and remote viewing; renders subject comatose.
Ultrablast^A: Deal 13d6 damage in 15-ft. radius.

8TH-LEVEL PSION/WILDER POWERS

Bend Reality^{X}: Alters reality within power limits.
Iron Body, Psionic: Your body becomes living iron.
Matter Manipulation^{X}: Increase or decrease an object's base hardness by 5.
Mind Blank, Psionic: Subject immune to mental/emotional effects, scrying, and remote viewing.
Recall Death: Subject dies or takes 5d6 damage.
Shadow Body: You become a living shadow (not the creature).
Teleport, Psionic Greater: As *psionic teleport*, but no range limit and no off-target arrival.
True Metabolism: You regenerate 10 hit points/round.

9TH-LEVEL PSION/WILDER POWERS

Affinity Field: Effects that affect you also affect others.
Apopsi^{X}: You delete target's psionic powers.
Assimilate: Incorporate creature into your own body.
Etherealness, Psionic: Become ethereal for 1 min./level.
Microcosm^{A}: Creature or creature lives forevermore in world of his own imagination.
Reality Revision^{X}: As *bend reality*, but fewer limits.
Timeless Body: Ignore all harmful, and helpful, effects for 1 round.

PSION DISCIPLINE POWERS

EGOIST (PSYCHOMETABOLISM) DISCIPLINE POWERS

1 **Thicken Skin**^{A}: Gain +1 enhancement bonus to your AC for 10 min./level.
2 **Animal Affinity**^{A}: Gain +4 enhancement to one ability.
Chameleon: Gain +10 enhancement bonus on Hide checks.
Empathic Transfer^{A}: Transfer another's wounds to yourself.
3 **Ectoplasmic Form:** You gain benefits of being insubstantial and can fly slowly.
Hustle: Instantly gain a move action.
4 **Metamorphosis:** Assume shape of creature or object.
Psychic Vampire: Touch attack drains 2 power points/level from foe.
5 **Psionic Revivify**$^{A\,X}$. Return the dead to life before the psyche leaves the corpse.
Psychofeedback: Boost Strength, Dexterity, or Constitution at the expense of one or more other scores.
Restore Extremity: Return a lost digit, limb, or other appendage to subject.
6 **Restoration, Psionic:** Restores level and ability score drains.
7 **Fission:** You briefly duplicate yourself.
8 **Fusion**^{X}: You combine your abilities and form with another.
9 **Metamorphosis, Greater**^{X}: Assume shape of any nonunique creature or object each round.

KINETICIST (PSYCHOKINESIS) DISCIPLINE POWERS

1 **Control Object:** Telekinetically animate a small object.
2 **Control Air**^{A}: You have control over wind speed and direction.
Energy Missile^{A}: Deal 3d6 energy damage to up to five subjects.
3 **Energy Cone**^{A}: Deal 5d6 energy damage in 60-ft. cone.
4 **Control Body**^{A}: Take rudimentary control of your foe's limbs.
Energy Ball^{A}: Deal 7d6 energy damage in 20-ft. radius.
Inertial Barrier: Gain DR 5/–.
5 **Energy Current**^{A}: Deal 9d6 damage to one foe and half to another foe as long as you concentrate.
Fiery Discorporation^{A}: Cheat death by discorporating into nearby fire for one day.
6 **Dispelling Buffer:** Subject is buffered from one *dispel psionics* effect.
Null Psionics Field: Create a field where psionic power does not function.
7 **Reddopsi:** Powers targeting you rebound on manifester.
8 **Telekinetic Sphere, Psionic:** Mobile force globe encapsulates creature and moves it.
9 **Tornado Blast**^{A}: Vortex of air subjects your foes to 17d6 damage and moves them.

NOMAD (PSYCHOPORTATION) DISCIPLINE POWERS

1 **Burst:** Gain +10 ft. to speed this round.
Detect Teleportation^{A}: Know when teleportation powers are used in close range.
2 **Dimension Swap**^{A}: You and ally or two allies switch positions.
Levitate, Psionic: Subject moves up and down, forward and back, at your direction.
3 **Astral Caravan**^{A}: You lead *astral traveler*-enabled group to a planar destination.
4 **Dimensional Anchor, Psionic:** Bars extradimensional movement.
Dismissal, Psionic: Forces a creature to return to its native plane.
Fly, Psionic: You fly at a speed of 60 ft.
5 **Baleful Teleport**^{A}: Destructive teleport deals 9d6 damage.
Teleport, Psionic: Instantly transports you as far as 100 miles/level.
Teleport Trigger: Predetermined event triggers *teleport*.
6 **Banishment, Psionic**^{A}: Banishes extraplanar creatures.
7 **Dream Travel**^{A}: Travel to other places through dreams.
Ethereal Jaunt, Psionic: Become ethereal for 1 round/level.
8 **Time Hop, Mass**^{A}: Willing subjects hop forward in time.

9 **Teleportation Circle, Psionic:** Circle teleports any creatures inside to designated spot.

Time Regression^{X}: Relive the last round.

SEER (CLAIRSENTIENCE) DISCIPLINE POWERS

1 **Destiny Dissonance:** Your dissonant touch sickens a foe.

Precognition: Gain +2 insight bonus to one roll.

2 **Clairvoyant Sense:** See and hear a distant location.

Object Reading^{A}: Learn details about an object's previous owner.

Sensitivity to Psychic Impressions: You can find out about an area's past.

3 **Escape Detection:** You become difficult to detect with clairsentience powers.

Fate Link^{A}: You link the fates of two targets.

4 **Anchored Navigation**^{A}: Establish a mishap-free *teleport* beacon.

Remote Viewing^{X}: See, hear, and potentially interact with subjects at a distance.

5 **Clairtangent Hand**^{A}: Emulate *far hand* at a distance.

Second Chance^{X}: Gain a reroll.

6 **Precognition, Greater:** Gain +4 insight bonus to one roll.

7 **Fate of One:** Reroll any roll you just failed.

8 **Hypercognition:** You can deduce almost anything.

9 **Metafaculty**^{X}: You learn details about any one creature.

Reality Revision^{X}: Break the laws of reality.

SHAPER (METACREATIVITY) DISCIPLINE POWERS

1 **Astral Construct**^{A}: Creates astral construct to fight for you.

Minor Creation, Psionic: Creates one cloth or wood object.

2 **Psionic Repair Damage:** Repairs construct of 3d8 hit points +1 hp/level.

3 **Concealing Amorpha, Greater:** Quasi-real membrane grants you total concealment.

Ectoplasmic Cocoon^{A}: You encapsulate a foe so it can't move.

4 **Fabricate, Psionic:** Transforms raw goods to finished items.

Quintessence: You collapse a bit of time into a physical substance.

5 **Hail of Crystals**^{A}: A crystal explodes in an area, dealing 9d4 slashing damage.

6 **Crystallize:** Turn subject permanently to crystal.

Fabricate, Greater Psionic: Transforms a lot of raw goods to finished items.

7 **Ectoplasmic Cocoon, Mass:** You encapsulate all foes in a 20-ft. radius.

8 **Astral Seed:** You plant the seed of your rebirth from the Astral Plane.

9 **Genesis**^{X}: You instigate a new demiplane on the Astral Plane.

True Creation^{X}: As *psionic major creation*, except items are completely real.

TELEPATH (TELEPATHY) DISCIPLINE POWERS

1 **Charm, Psionic**^{A}: Makes one person your friend.

Mindlink^{A}: You forge a limited mental bond with another creature.

2 **Aversion**^{A}: Subject has aversion you specify.

Brain Lock^{A}: Subject cannot move or take any mental actions.

Read Thoughts: Detect surface thoughts of creatures in range.

Suggestion, Psionic: Compels subject to follow stated course of action.

3 **Crisis of Breath**^{A}: Disrupt subject's breathing.

Empathic Transfer, Hostile^{A}: Your touch transfers your hurt to another.

False Sensory Input^{A}: Subject sees what isn't there.

4 **Dominate, Psionic**^{A}: Control target telepathically.

Mindlink, Thieving^{A}: Borrow knowledge of a subject's power.

Modify Memory, Psionic: Changes 5 minutes of subject's memories.

Schism: Your partitioned mind can manifest lower-level powers.

5 **Metaconcert**^{A}: Mental concert of two or more increases the total power of the participants.

Mind Probe: You discover the subject's secret thoughts.

6 **Mind Switch**$^{A, X}$: You switch minds with another.

7 **Crisis of Life**^{A}: Stop subject's heart.

8 **Mind Seed**^{X}: Subject slowly becomes you.

9 **Mind Switch, True**^{X}: A permanent brain swap.

Psychic Chirurgery^{X}: You repair psychic damage or impart knowledge of new powers.

PSYCHIC WARRIOR POWERS

1ST-LEVEL PSYCHIC WARRIOR POWERS

Astral Traveler: Enable yourself or another to join an *astral caravan*-enabled trip.

Biofeedback^{A}: Gain DR 2/–.

Bite of the Wolf: Gain bite attack for 1d8 damage.

Burst: Gain +10ft. to speed this round.

Call Weaponry^{A}: Create temporary weapon.

Catfall^{A}: Instantly save yourself from a fall.

Chameleon: Gain +10 enhancement bonus on Hide checks.

Claws of the Beast^{A}: Your hands become deadly claws.

Compression^{A}: You grow smaller.

Conceal Thoughts: You conceal your motives.

Detect Psionics: You detect the presence of psionics.

Dissipating Touch^{A}: Touch deals 1d6 damage.

Distract: Subject gets –4 on Listen, Search, Sense Motive, and Spot checks.

Elfsight: Gain low-light vision, +2 bonus on Search and Spot checks, and notice secret doors.

Empty Mind: Gain +2 on Will saves until your next action.

Expansion^A: Become one size category larger.
Float^A: Buoy yourself in water or other liquid.
Force Screen^A: Invisible disc provides +4 shield bonus to AC.
Grip of Iron^A: Your iron grip gives +4 bonus on grapple checks.
Hammer^A: Melee touch attack deals 1d8/round.
Inertial Armor^A: Tangible field of force provides you with +4 armor bonus to AC.
Metaphysical Claw^A: Your natural weapon gains +1 bonus.
Metaphysical Weapon^A: Weapon gains +1 bonus.
My Light^A: Your eyes emit 20-ft. cone of light.
Precognition, Defensive^A: Gain +1 insight bonus to AC and saving throws.
Precognition, Offensive^A: Gain +1 insight bonus on your attack rolls.
Prescience, Offensive^A: Gain +2 insight bonus on your damage rolls.
Prevenom^A: Your claws gain a poison coating.
Prevenom Weapon^A: Your weapon is mildly venomous.
Skate: Subject slides skillfully along the ground.
Stomp^A: Subjects fall prone and take 1d4 nonlethal damage.
Synesthete: You receive one kind of sense when another sense is stimulated.
Thicken Skin^A: Gain +1 enhancement bonus to your AC for 10 min./level.
Vigor^A: Gain 5 temporary hit points.

2ND-LEVEL PSYCHIC WARRIOR POWERS

Animal Affinity^A: Gain +4 enhancement to one ability.
Body Adjustment^A: Heal 1d12 damage.
Body Equilibrium: You can walk on nonsolid surfaces.
Body Purification^A: Restore 2 points of ability damage.
Concealing Amorpha: Quasi-real membrane grants you concealment.
Darkvision, Psionic: See 60 ft. in total darkness.
Detect Hostile Intent: You can detect hostile creatures within 30 ft. of you.
Dimension Swap^A: You and an ally switch positions.
Dissolving Touch^A: Your touch deals 4d6 acid damage.
Dissolving Weapon^A: Your weapon deals 4d6 acid damage.
Empathic Transfer^A: Transfer another's wounds to yourself.
Energy Adaptation, Specified^A: Gain resistance 10 to one energy type.
Feat Leech^A: Borrow another's psionic or metapsionic feats.
Hustle: Instantly gain a move action.
Levitate, Psionic: You move up and down, forward and back, via mental support.
Painful Strike^A: Your natural weapons deal an extra 1d6 nonlethal damage.
Prowess: Instantly gain another attack of opportunity.
Psionic Scent: Gain the scent ability.
Psionic Lion's Charge^A: You can make full attack in same round you charge.
Strength of My Enemy^A: Siphon away your enemy's strength and grow stronger.
Sustenance: You can go without food and water for one day.
Thought Shield^A: Gain PR 13 against mind-affecting powers.
Wall Walker: Grants ability to walk on walls and ceilings.

3RD-LEVEL PSYCHIC WARRIOR POWERS

Claws of the Vampire: Heal half of your claw's base damage.
Concealing Amorpha, Greater: Quasi-real membrane grants you total concealment.
Danger Sense: Gain +4 bonus against traps.
Dimension Slide^A: Teleports you very short distance.
Duodimensional Claw: Increases your natural weapon's threat range.
Ectoplasmic Form: You gain benefits of being insubstantial and can fly slowly.
Empathic Feedback^A: When you are hit in melee, your attacker takes damage.
Empathic Transfer, Hostile^A: Your touch transfers your hurt to another.
Escape Detection: You become difficult to detect with clairsentience powers.
Evade Burst^A: You take no damage from a burst on a successful Reflex save.
Exhalation of the Black Dragon^A: Your acid breath deals 3d6 damage to a close target.
Graft Weapon: Your hand is replaced seamlessly by your weapon.
Keen Edge, Psionic: Doubles normal weapon's threat range.
Mental Barrier^A: Gain +4 deflection bonus to AC until your next action.
Ubiquitous Vision: You have all-around vision.
Vampiric Blade: You heal half of your base weapon damage.

4TH-LEVEL PSYCHIC WARRIOR POWERS

Claw of Energy: Your claws deal additional energy damage.
Dimension Door, Psionic: Teleports you short distance.
Energy Adaptation^A: Your body converts energy to harmless light.
Freedom of Movement, Psionic: You cannot be held or otherwise rendered immobile.
Immovability: You are almost impossible to move and gain DR 15/–.
Inertial Barrier: Gain DR 5/–.
Psychic Vampire. Touch attack drains 2 power points/level from foe.
Steadfast Perception: Gain immunity to illusory effects, +6 bonus on Spot and Search checks.
Truevenom: Your natural weapons are covered in horrible poison.
Truevenom Weapon: Your weapon is horribly poisonous.
Weapon of Energy: Weapon deals additional energy damage.

5TH-LEVEL PSYCHIC WARRIOR POWERS

Adapt Body: Your body automatically adapts to hostile environments.

Catapsi^A: Psychic static inhibits power manifestation.

Metaconcert^A: Mental concert of two or more increases the total power of the participants.

Oak Body^A: Your body becomes as hard as oak.

Psychofeedback. Boost Str, Dex, or Con at the expense of one or more other scores.

6TH-LEVEL PSYCHIC WARRIOR POWERS

Breath of the Black Dragon^A: Breathe acid for 11d6 damage.

Dispelling Buffer: You are buffered from one *dispel psionics* effect.

Form of Doom^A: You transform into a frightening tentacled beast.

Mind Blank, Personal: You are immune to scrying and mental effects.

Suspend Life: Put yourself into a state akin to suspended animation.

POWERS

The powers herein are presented in alphabetical order (with the exception of those whose names begin with a qualifier of some sort; see Order of Presentation, page 69).

Adapt Body

Psychometabolism
Level: Psion/wilder 5, psychic warrior 5
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level (D)
Power Points: 9

Your body automatically adapts to hostile environments. You can adapt to underwater, extremely hot, extremely cold, or airless environments, allowing you to survive as if you were a creature native to that environment. You can breathe and move (though penalties to movement and attacks, if any for a particular environment, remain), and you take no damage simply from being in that environment. You need not specify what environment you are adapting to when you manifest this power; simply activate it, and your body will instantly adapt to any hostile environment as needed throughout the duration.

You can somewhat adapt to extreme environmental features such as acid, lava, fire, and electricity. Any environmental feature that normally directly deals 1 or more dice of damage per round (such as lava, which deals 20d6 points of damage per round of immersion) deals you only half the usual amount of damage.

An attack form is not treated as an environment. For example, even if you're adapted to extremely cold conditions, you are still vulnerable to psionic or magical attacks that deal cold damage.

Affinity Field

Psychometabolism
Level: Psion/wilder 9
Display: Material and visual
Manifesting Time: 1 standard action
Range: 20 ft.
Area: 20-ft.-radius emanation, centered on you
Duration: 1 round/level (D)
Saving Throw: Fortitude negates (potentially harmless)
Power Resistance: Yes
Power Points: 17

You create an affinity feedback loop with all creatures within the area. While the duration lasts, affected creatures take all damage (including ability damage) as you do and heal all wounds as you do. For instance, if you take 10 points of damage from a sword wound, all creatures within the area also take 10 points of damage. On the other hand, if you are subject to healing psionics or magic, all creatures in the *affinity field* are also healed. Hit points gained or lost persist after this power ends.

Creatures in range are also subject to magical and psionic effects of 3rd level or lower (you therefore couldn't grant all nearby subjects the effects of *greater metamorphosis* when you manifest it on yourself, for instance). Creatures that have an affinity to you gain a saving throw against each new power transferred through the *affinity field* as if the power were manifested upon them normally. All magical and psionic effects transferred to subjects fade at the end of this power's duration, although instantaneous effects remain, such as the effects of curing power. If you suddenly become immune to a particular effect or power, such as might be the case if you manifested *iron body* on yourself, the effect or power to which you are immune cannot be transferred to creatures that have affinity to you.

For example, if you manifest *animal affinity* to gain an enhancement to your Strength score, so too do all creatures in range. However, even though *animal affinity* lasts much longer, when *affinity field* ends, all affected creatures lose the benefit of whatever power or powers still remain in effect on you. On the other hand, any hit point damage taken by subjects through the *affinity field* remains.

Anchored Navigation

Clairsentience
Level: Seer 4
Display: Material and olfactory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level
Power Points: 7

You know where you are in relation to a fixed starting point, which is essential for setting up a mishap-free *teleport* beacon. While the duration lasts, you are aware of your exact distance and route (physical or psychoportive) back to a fixed starting point.

The "anchored" starting point is your exact location when you manifest the power. To designate other anchored starting points, you must manifest this power multiple times and be present at the desired locations when you do so.

For instance, if you designated a starting point using this power before entering a potentially dangerous area, you can instantly manifest *teleport* to return to the starting point with no chance of mishap, no matter how little time you spent at that location (as long as you spent enough time to manifest this power). You can also retrace your steps through a maze automatically while the power lasts, without resorting to a map.

Anchored navigation grants you a *mindlink* with one designated creature who remains within a 60-foot radius of the starting point, regardless of the distance between you and the creature. The use of *anchored navigation* is confined to the plane of existence where you manifest it.

Augment: If you spend 6 additional power points, the effect of this power extends across all planar boundaries.

Animal Affinity

Psychometabolism
Level: Egoist 2, psychic warrior 2
Display: Material
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level
Power Points: 3

You forge a psychometabolic affinity with an idealized animal form, thereby boosting one of your ability scores (choose either Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma). The power grants a +4 enhancement bonus to the ability score you choose, adding the usual benefits provided by a high ability bonus. Because you are emulating the idealized form of an animal, you also take on minor aspects of the animal you choose (for instance, if you gain a +4 bonus to Strength, you may appear more bearlike; if gaining a +4 bonus to Dexterity, you may appear more catlike, and so on). If you choose to increase the ability you use to manifest powers, you do not gain the benefit of an increased ability score long enough to gain any bonus power points for a high ability score, but the save DCs of your powers increase for the duration of this power.

Augment: For every 5 additional power points you spend, this power grants a +4 enhancement bonus to another ability.

Apopsi

Telepathy [Mind-Affecting]
Level: Psion/wilder 9
Display: Auditory, material, and visual
Manifesting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living psionic creature
Duration: Instantaneous
Saving Throw: Fortitude negates
Power Resistance: Yes
Power Points: 17, XP

By using this power, you delete 1d4 powers permanently from the subject's mind. You specify the level of each power, and the DM randomly determines which of the subject's powers is actually deleted. *Psychic chirurgery* or *reality revision* can be used to restore the lost powers, but it must be performed within 1 week of losing the powers.

XP Cost: 50 XP per level of the deleted powers.

Assimilate

Psychometabolism
Level: Psion/wilder 9
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: Touch
Target: One living creature touched
Duration: Instantaneous and 1 hour; see text
Saving Throw: Fortitude half
Power Resistance: Yes
Power Points: 17

Your pointing finger turns black as obsidian. A creature touched by you is partially assimilated into your form and takes 20d6 points of damage. Any creature reduced to 0 or fewer hit points by this power is killed, entirely assimilated into your form, leaving behind only a trace of fine dust. An assimilated creature's equipment is unaffected.

A creature that is partially assimilated into your form (that is, a creature that has at least 1 hit point following your use of this power) grants you a number of temporary hit points equal to half the damage you dealt for 1 hour.

A creature that is completely assimilated grants you a number of temporary hit points equal to the damage you dealt and a +4 bonus to each of your ability scores for 1 hour. If the assimilated creature knows psionic powers, you gain knowledge of one of its powers (chosen by the DM) for 1 hour. You gain some semblance of a creature you completely assimilate for 1 hour, granting you a +10 bonus on Disguise checks made to appear as that creature during that time.

Astral Caravan

Psychoportation
Level: Nomad 3
Display: None
Manifesting Time: 1 hour
Range: Personal
Targets: You and touched willing creatures
Duration: See text
Power Points: 5

THE PLANAR CARTOGRAPHIC SOCIETY

Located in the extraplanar city of Union, the Planar Cartographic Society specializes in dimensional exploration. The members of the society pride themselves on the accuracy and reliability of their maps, which show (among other things) dimensional referents that can be used by someone manifesting *astral caravan*. PCs may find these maps in the treasure of a defeated foe, or they may purchase maps selected by the DM in cities with a population of at least 25,000. On average, one of these maps costs 1,000 gp.

You lead a caravan into the Astral Plane, leaving the Material Plane behind. Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you wish, but only if you know your way (see below).

You can bring other willing creatures with you, provided that these subjects have each manifested *astral traveler* and are linked hand to hand with you at the time of the *astral caravan*'s manifestation. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey that causes you to break hand-to-hand contact, your companions are stranded wherever you leave them. Because the planes are a dangerous place, those who lead *astral caravans* usually choose to manifest this power only if they have a large party of travelers assembled. Sometimes groups of lower-level adventurers may hire you to lead forays beyond the Material Plane.

The *astral caravan* power lasts while you and your fellow travelers maintain your original formation, until (1) you reach your intended destination plane, (2) you desire to end the power while still traversing the Astral Plane, (3) you or anyone traveling with you breaks the hand-to-hand chain connecting the travelers for 2 consecutive rounds, or (4) the power is terminated by some outside means, such as *dispel psionics*. When the power ends, you and your fellow travelers halt in whatever portion of the Astral Plane you happen to be traversing (the Astral Plane is in many ways subjective in location; in any event, one place on the Astral looks much like any other).

While you are traveling through the Astral Plane, those natives who happen to glimpse you and your fellow travelers perceive you to be moving at a speed of 30 feet (you can't run), with you flying in the lead and your fellow travelers strung out behind you, each linked to the next by one hand. The DM determines the nature of the natives that may glimpse your passage, as well as their animosity, benevolence, or apathy. The DM has encounter tables (in the *Dungeon Master's Guide*) suitable for the Astral Plane and any destination plane.

Depending on your knowledge of the planes, your journey through the subjective space that is the Astral Plane may take a longer or shorter period of time. For each 24 hours you travel, make a Knowledge (the planes) check against a DC set by the DM. Unless a location is particularly hard to find and well guarded, or conversely easy to find and well advertised, the average DC for an *astral caravan* journey should be set at 20. You cannot take 20 on this check, though you can take 10. Each check may be modified by your degree of familiarity with the destination or by some connection you have with the place; see the tables below.

Destination Knowledge (the planes)

Knowledge	Check Modifier
None*	n/a
Secondhand (you have heard of the destination)	–10
Firsthand (you have visited before)	+0
Familiar (you have visited three or more times)	+5

*If you have no direct knowledge of your destination, you must have some connection to it in order to travel there; see below.

Connection	Knowledge (the planes) Check Modifier
Likeness or picture of destination	+2
Object from destination	+4
Planar Cartographer's map of destination	+10

Each successful check indicates that you are one step closer to your goal. To finally arrive at your location, you must succeed on six checks within a span of 12 days. (If you fail to make six successful checks within the first 12 days, you can continue to make one check per day until you get the requisite six successes within a span of 12 consecutive days). When you successfully make the requisite number of checks, the journey ends, and you appear on your chosen plane within 10–1,000 (1d% × 10) miles of your intended destination on that plane.

Augment: If you spend 2 additional power points, this power weaves a quasi-real filmy membrane around yourself and all those adjacent to each other in the caravan (being linked by hand is not required if this membrane is used). You remain visible within the translucent, amorphous enclosure. You can pick up or drop willing passengers, easily reaching through the film. Anything you hold is enveloped by the film. Any attacks made through the enclosure in either direction have a 25% miss chance due to the rippling membrane.

When you manifest this power in its augmented form, your apparent speed to those observing on the Astral Plane is 40 feet, and you can make a Knowledge (the planes) check once every 12 hours to attempt to make it to your destination (six successful checks within 12 consecutive days still sees you to your desired goal).

Astral Construct

Metacreativity (Creation)
Level: Shaper 1
Display: Visual; see text
Manifesting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One created astral construct
Duration: 1 round/level (D)
Saving Throw: None
Power Resistance: No
Power Points: 1

This power creates one 1st-level astral construct (see Chapter 8: Monsters) of solidified ectoplasm that attacks your enemies. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. As a free action, you can mentally direct it not to attack, to attack particular enemies, or to perform other actions. The astral construct acts normally on the last round of the power's duration and dissipates at the end of its turn.

Astral constructs are not summoned; they are created on the plane you inhabit (using ectoplasm drawn from the Astral Plane). Thus, they are not subject to effects that hedge out or otherwise affect outsiders; they are constructs, not outsiders.

Augment: For every 2 additional power points you spend, the level of the astral construct increases by one.

Astral Seed

Metacreativity
Level: Shaper 8
Display: Material; see text
Manifesting Time: 10 minutes
Range: 0 ft.
Effect: One storage crystal
Duration: Instantaneous
Saving Throw: None
Power Resistance: No
Power Points: 15

This power weaves strands of astral ectoplasm into a crystal containing the seed of your living mind (hardness 1 and 1 hit point). You can have only one *astral seed* in existence at any one time. Until such time as you perish, the *astral seed* (also called the storage crystal) is utterly inert. If you are slain at some later date, your soul transfers into the storage crystal, which begins to dimly glow. Upon transference, your physical remains (should they still exist) become inert matter and cannot thereafter be restored to life. The transfer from the slain body to the *astral seed* works over any distance, physical or extradimensional.

Once your body's physical demise activates the storage crystal, you have the abilities of a psicrystal of the appropriate level, plus all the powers you knew and the maximum power points you possessed when *astral seed* was manifested—but you also have a negative level that cannot be healed and that does not convert to real level loss in your current crystalline form. You have thirty days to grow an organic body, after which time your sentience fades and your soul passes on if it hasn't entered a new body.

To grow a body, you (in the storage crystal) must spend ten days in uninterrupted solitude. The body's constituent parts are pulled as ectoplasm from the Astral Plane, then slowly molded and transformed into a living, breathing body that is an exact duplicate of your body at the time you manifested *astral seed* (the crystal itself breaks down and becomes a part of the new organic body). When the tenth day ends, you completely and totally inhabit the new body. You possess all the abilities you possessed when *astral seed* was manifested, at one level lower, but you have none of your equipment. If the body is struck for any amount of damage during the ten-day period when it is growing, it is destroyed and your soul passes on.

Conceivably, you could manifest *mind switch* to utilize a temporary body, but only an evil creature would smash his own temporarily empty storage crystal to permanently usurp a subject's organic body (unless the subject is itself irredeemably evil).

Astral Traveler

Psychoportation
Level: Psion/wilder 1, psychic warrior 1
Display: None
Manifesting Time: 1 hour
Range: Touch
Target: Creature touched
Duration: See text
Saving Throw: Will negates (harmless)
Power Resistance: Yes (harmless)
Power Points: 1

This power allows you or a creature you touch to participate in an astral caravan created through use of the *astral caravan* power. While participating in a journey allowed by the *astral caravan* power, you must hold the hand of both your fellow passenger ahead of you (or the caravan leader) and your fellow passenger behind you (unless you happen to be the last in the hand-linked line). If you or any one of your fellow passengers breaks the hand-to-hand link for 2 consecutive rounds, the impetus through the Astral Plane provided by *astral caravan* fails. See the *astral caravan* power for more information.

All those who are part of the caravan who are capable of performing purely mental actions, such as manifesting a power, may do so while maintaining hand-to-hand contact with their fellow travelers. When astral travelers begin their journey, each one is connected to the Material Plane by an insubstantial silvery cord. A *githyanki silver sword* (see page 167) is the only known weapon that can damage a silvery cord.

The last creature in the line of those making up the caravan is sometimes referred to as the rear guard, because he or she has one hand free and can use it to wield a weapon without relinquishing his or her grip on the next traveler in line. The weightless, subjective environment of the Astral Plane allows the caravan to flex and bend as necessary to bring the rear guard's weapon to bear.

Attraction

Telepathy (Charm) [Mind-Affecting]
Level: Psion/wilder 1
Display: Auditory
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 hour/level
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 1

You plant a compelling attraction in the mind of the subject. The attraction can be toward a particular person or an object. The subject will take reasonable steps to meet, get close to, attend, or find the object of its implanted attraction. For the purpose of this power, "reasonable" means that, while attracted, the subject doesn't suffer from blind obsession. He will act on this attraction only when not engaged in combat. The subject won't leap into a fire or over a cliff, or climb into the jaws of a dragon. He can still recognize danger but will not flee unless the threat is immediate. If you make the subject feel an attraction to yourself, you can't command him indiscriminately, although he will be willing to listen to you (even if he disagrees). This power grants you a +4 bonus on any interaction checks you make involving the subject (such as Bluff, Diplomacy, Intimidate, and Sense Motive).

Augment: For every 2 additional power points you spend, this power's save DC increases by 1 and the bonus on interaction checks increases by 1.

Aura Alteration

Telepathy [Mind-Affecting]
Level: Psion/wilder 6
Display: Material
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)

Target: One willing creature
Duration: 10 min./level or instantaneous; see text
Power Points: 11

You can use this power in one of two ways: to disguise the subject's aura (alignment) and level, or to remove a compulsion or charm effect from the subject.

Disguise: If you use this power to disguise the subject's alignment and level, the power has a duration of 10 minutes per level. You can change the subject's alignment by only one step. For instance, you could not make a chaotic evil creature appear lawful good, but you could make it appear chaotic neutral or neutral evil. You can adjust the subject's apparent level up or down by a number equal to one-half your own level (rounded down) or less.

Remove Compulsion: If you use this power to attempt to cleanse the subject's aura of a baleful or controlling effect, the duration is instantaneous. This power can remove the compulsion of a curse or a *geas/quest* effect. It can also negate any charm and compulsion powers of 6th level or lower, such as *crisis of breath* or *death urge*. When *aura alteration* is manifested for this purpose, the subject gains another saving throw to remove the compulsion afflicting it against the original save DC, but with a +2 bonus.

Augment: You can augment this power in one or both of the following ways.

1. For every additional power point you spend, the duration of the disguise aura increases by 10 minutes.

2. If you spend 2 additional power points, the subject's alignment shifts an additional step (chaotic evil to lawful evil, for instance); if you spend 4 additional power points, the subject's alignment changes to its opposite (chaotic evil to lawful good, for instance).

Aura Sight

Clairsentience
Level: Psion/wilder 4
Display: Visual
Manifesting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation centered on you
Duration: Concentration, up to 10 min./level
Saving Throw: None
Power Resistance: No
Power Points: 7

You discern auras. Auras are invisible to the naked eye, but to a psionic viewer manifesting this power they appear as glowing halos or envelopes of colored light that surround all objects. The color of each aura reveals information to the psionic character. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence of good and evil auras in the area. You can't pin an aura to a particular object or individual at this stage; instead, you see a colored haze suffusing the area. (This power can detect lawful and chaotic auras as well, but doing so requires a separate manifestation that focuses only on that alignment axis.)

2nd Round: Number of auras (creatures, objects, powers, or spells) in the area. You know how many auras are in the area, even though each aura doesn't resolve to its actual location quite yet.

3rd Round: The owner of each aura is revealed, unless the individual is outside your line of sight. If a creature whose aura you detect has 5 or more Hit Dice than you do, you are overwhelmed by its presence and dazed for 1 round, and the power ends.

Augment: For every 2 additional power points you spend, this power's range increases by 5 feet.

Aversion

Telepathy (Compulsion) [Mind-Affecting]
Level: Telepath 2
Display: Auditory and material
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 hour/level
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 3

You plant a powerful aversion in the mind of the subject. If the object of the implanted aversion is an individual or a physical object, she will prefer not to approach within 30 feet of it. If it is a word, she will try not to utter it; if it is an action, she will not willingly attempt to perform it; and if it is an event, she will not willingly attend it. The subject will take reasonable steps to avoid the object of its aversion, but will not put herself in jeopardy by doing so. For instance, you could make a subject have an aversion to fighting or to her sword, but if fighting is the only way to save herself, she'll ignore the aversion until the threat is over.

If the subject is forced into taking an action she has an aversion to, she takes a –2 penalty on any attack rolls, ability checks, or skill checks involved.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1 and the duration increases by 1 hour.

Baleful Teleport

Psychoportation (Teleportation)
Level: Nomad 5
Display: Material and visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One corporeal creature
Duration: Instantaneous
Saving Throw: Fortitude half
Power Resistance: Yes
Power Points: 9

You psychoportively disperse minuscule portions of the subject, dealing 9d6 points of damage. Targets can be protected from the effects of *baleful teleport* by *dimensional anchor.*

Augment: For every additional power point you spend, this power's damage increases by 1d6 points. For each extra 2d6 points of damage, this power's save DC increases by 1 and your manifester level increases by 1 for the purpose of overcoming power resistance.

Banishment, Psionic

Psychoportation
Level: Nomad 6
Display: Auditory and material
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more extraplanar creatures, no two of which can be more than 30 ft. apart
Duration: Instantaneous
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 11

As *banishment* (page 203 of the *Player's Handbook*), except as noted here.

Psions gain no benefit from presenting objects or substances that the target hates, fears, or otherwise opposes.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1 and your manifester level increases by 1 for the purpose of overcoming power resistance.

Bend Reality

Clairsentience
Level: Psion/wilder 8
Display: Visual
Manifesting Time: 1 standard action
Range: See text
Target, Effect, or Area: See text
Duration: See text
Saving Throw: None; see text
Power Resistance: Yes
Power Points: 15, XP

Bend reality lets you create nearly any type of effect. For example, *bend reality* can do any of the following:

- Duplicate any psion power of 6th level or lower, provided the power is not of a discipline prohibited to you.
- Duplicate any other power (but not a spell) of 5th level or lower, provided the power is not of a discipline prohibited to you.
- Duplicate any psion power of 5th level or lower, even if it's of a prohibited discipline.
- Duplicate any other power (but not a spell) of 4th level or lower, even if it's of a prohibited discipline.
- Undo the harmful effects of many powers, such as *psionic dominate*, *geas/quest*, or *insanity*.
- Produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a –8 penalty on its next saving throw.

A duplicated power allows saving throws and power resistance as normal (but the save DC is for a 8th-level power).

When *bend reality* duplicates a power that has an XP cost, you must pay that cost or 300 XP, whichever is more. When *bend reality* duplicates a spell with a material component, you must pay additional XP equal to the value of the material component divided by 5.

XP Cost: 300 XP or more (see above).

Bestow Power

Telepathy [Mind-Affecting]
Level: Psion/wilder 2
Display: Mental
Manifesting Time: 1 standard action
Range: 20 ft.
Target: One psionic creature
Duration: Instantaneous
Saving Throw: None
Power Resistance: No
Power Points: 3

You link your mind with another psionic creature's mind, creating a brief conduit through which mental energy can be shared.

When you manifest this power, the subject gains up to 2 power points. You can transfer only as many power points to a subject as it has manifester levels.

Because of the intimate nature of this power, it cannot be fabricated into a psionic item—only power points generated by a psionic creature in the moment can be shared using *bestow power*.

Augment: For every 3 additional power points you spend, the subject gains 2 additional power points.

Biofeedback

Psychometabolism
Level: Psion/wilder 2, psychic warrior 1
Display: Material and visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)
Power Points: Psion/wilder 3, psychic warrior 1

You can toughen your body against wounds, lessening their impact. During the duration of this power, you gain damage reduction 2/–.

Augment: For every 3 additional power points you spend, your damage reduction increases by 1.

Bite of the Wolf

Psychometabolism
Level: Psychic warrior 1
Display: Visual; see text
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level
Power Points: 1

Your posture becomes stooped forward, and you grow a muzzle complete with fangs. You gain one bite attack each round, instead of or in addition to any other attacks you have, that deals 1d8 points of damage (assuming you are a Medium creature) when it hits.

Your bite attack is a natural weapon, so you are considered armed when attacking with it, and it can be affected by powers, spells, and effects that enhance or improve natural weapons (such as the *magic fang* spell). You can choose to deal nonlethal damage with your bite, taking the standard –4 penalty on your attack roll.

If you bite as your only attack, you use your highest base attack bonus on the attack roll, and you can apply your full Strength bonus to damage.

If you bite in addition to making other attacks, the bite is a secondary attack.

If you are not a Medium creature, your bite attack's base damage varies as follows: Fine 1d2, Diminutive 1d3, Tiny 1d4, Small 1d6, Large 2d6, Huge 2d8, Gargantuan 4d6, Colossal 6d6.

Based on your psychic warrior level, your bite increases in ferocity as noted here: at 5th level your bite deals an extra 1d8 points of damage, at 10th level an extra 2d8, at 15th level an extra 3d8, and at 20th level an extra 4d8 points.

Body Adjustment

Psychometabolism (Healing)
Level: Psion/wilder 3, psychic warrior 2

Display: Auditory and material
Manifesting Time: 1 round
Range: Personal
Target: You
Duration: Instantaneous
Power Points: Psion/wilder 5, psychic warrior 3

You take control of your body's healing process, curing yourself of 1d12 points of damage. As usual, when regular damage is healed, an equal amount of nonlethal damage is also healed.

Augment: For every 2 additional power points you spend, this power heals an additional 1d12 points of damage.

Body Equilibrium

Psychometabolism
Level: Psion/wilder 2, psychic warrior 2
Display: Material and visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level (D)
Power Points: 3

You can adjust your body's equilibrium to correspond with any solid or liquid that you stand on. Thus, you can walk on water, quicksand, or even a spider's web without sinking or breaking through (this effect does not confer any resistance to particularly sticky webs). You can move at your normal speed, but you cannot run (×4 speed) on an unfirm surface without sinking or breaking through.

If you fall from any height while using this power, damage from the impact is halved.

Body Purification

Psychometabolism (Healing)
Level: Psion/wilder 3, psychic warrior 2
Display: Auditory and material
Manifesting Time: 1 round
Range: Personal
Target: You
Duration: Instantaneous
Power Points: Psion/wilder 5, psychic warrior 3

You restore up to 2 points of damage to a single ability score. You cannot use *body purification* to heal ability drain.

Augment: For every additional power point you spend, this power heals 1 additional point of damage to the same ability score.

Bolt

Metacreativity (Creation)
Level: Psion/wilder 1
Display: Material
Manifesting Time: 1 standard action
Range: 0 ft.
Effect: A normal bolt, arrow, or sling bullet
Duration: 1 min./level
Saving Throw: None
Power Resistance: No
Power Points: 1

You create 2d4 ectoplasmic crossbow bolts, arrows, or sling bullets, appropriate to your size, which dissipate into their constituent ectoplasmic particles when the duration ends or after being fired. Ammunition you create has a +1 enhancement bonus on attack rolls and damage rolls.

Augment: For every 3 additional power points you spend, this power improves the ammunition's enhancement bonus on attack rolls and damage rolls by 1.

Brain Lock

Telepathy (Compulsion) [Mind-Affecting]
Level: Telepath 2
Display: Material and visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One humanoid
Duration: Concentration + 1 round
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 3

The subject's higher mind is locked away. He stands dazed, unable to take any psionic actions (including manifesting powers or using psionic feats that require a decision to be used) nor any mental actions at all. A *brain locked* subject is not stunned, so attackers get no special advantage against him.

A *brain locked* flyer must descend to the closest safe level area below it. An air-breathing swimmer must make for the surface.

Augment: You can augment this power in one or both of the following ways.

1. If you spend 2 additional power points, this power can also affect an animal, fey, giant, magical beast, or monstrous humanoid.
2. If you spend 4 additional power points, this power can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above.

Breath of the Black Dragon

Psychometabolism [Acid]
Level: Psion/wilder 6, psychic warrior 6
Display: Visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: Cone-shaped burst centered on you
Duration: Instantaneous
Saving Throw: Reflex half
Power Resistance: Yes
Power Points: 11

Your mouth spews forth vitriolic acid that deals 11d6 points of acid damage to any targets in the area.

Augment: For every additional power point you spend, this power's damage increases by 1d6 points.

Burst

Psychoportation
Level: Nomad 1, psychic warrior 1
Display: Auditory
Manifesting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round
Power Points: 1

This power increases your land speed by 10 feet. (This adjustment counts as an enhancement bonus to speed.)

You can manifest this power with an instant thought, quickly enough to gain the benefit of the power on your turn before you move. Manifesting this power is a swift action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You cannot manifest this power when it isn't your turn.

Call to Mind

Telepathy [Mind-Affecting]
Level: Psion/wilder 1
Display: Mental
Manifesting Time: 1 minute
Range: Personal
Target: You
Duration: Instantaneous
Power Points: 1

By meditating on a subject, you can recall natural memories and knowledge otherwise inaccessible to you. On a failed Knowledge check, you can manifest this power to gain a new check with a +4 competence bonus. If successful, you instantly recall what was previously buried in your subconscious.

Call Weaponry

Psychoportation (Teleportation)
Level: Psychic warrior 1
Display: Material
Manifesting Time: 1 round
Range: 0 ft.
Effect: One weapon; see text
Duration: 1 min./level; see text (D)
Saving Throw: None
Power Resistance: No
Power Points: 1

You call a weapon "from thin air" into your waiting hand (actually, it is a real weapon hailing from another location in space and time). You don't have to see or know of a weapon to call it—in fact, you can't call a specific weapon; you just specify the kind (longsword, shortbow, warhammer, or some other). If you call a projectile weapon, it comes with 3d6 nonmagical bolts, arrows, or sling bullets, as appropriate. The weapon is made of ordinary materials as appropriate for its kind.

If you relinquish your grip on the weapon you called for 2 or more consecutive rounds, it automatically returns to wherever it originated. Weapons gained by *call weaponry* are distinctive due to their astral glimmer. They are considered magic weapons and thus are effective against damage reduction that requires a magic weapon to overcome.

Augment: For every 4 additional power points you spend, this power improves the weapon's enhancement bonus on attack rolls and damage rolls by 1. For example, if you spend 13 power points, you call a weapon with a +3 enhancement bonus on attack rolls and damage rolls.

Catapsi

Telepathy [Mind-Affecting]
Level: Psion/wilder 5, psychic warrior 5
Display: Mental and visual
Manifesting Time: 1 standard action
Range: 30 ft.
Area: 30-ft.-radius emanation centered on you
Duration: 1 round/level
Saving Throw: Will negates; see text
Power Resistance: Yes
Power Points: 9

By manifesting this power, you generate psychic static, interfering with the ability of other psionic characters to manifest their powers or use psi-like abilities (you are not affected by your own *catapsi* manifestation). All psionic activity within the area requires 4 more power points to manifest than normal, unless a character makes a Will save each time he attempts to manifest a power. Using a psi-like ability becomes a full-round action, instead of a standard action, in a *catapsi* field. If two or more fields of *catapsi* overlap, the effects are not cumulative.

The limit on the number of power points a subject can spend on a power remains in effect; thus, a subject may not be able to manifest its highest-level powers. If manifesting a power would cause the manifester to exceed his available power points or his spending limits, the manifestation fails automatically, but no power points are expended.

Augment: For every 4 additional power points you spend, this power's range and the radius of its area both increase by 5 feet.

Catfall

Psychoportation
Level: Psion/wilder 1, psychic warrior 1
Display: Auditory
Manifesting Time: 1 immediate action
Range: Personal
Target: You
Duration: Until landing or 1 round/level
Power Points: 1

You recover instantly from a fall and can absorb some damage from falling. You land on your feet no matter how far you fall, and you take damage as if the fall were 10 feet shorter than it actually is.

This power affects you and anything you carry or hold (up to your maximum load).

You can manifest this power with an instant thought, quickly enough to gain the benefit of the power while you fall. Manifesting the power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You can manifest this power even when it isn't your turn.

Augment: For every additional power point you spend, this power reduces your damage as if the fall were an additional 10 feet shorter.

Chameleon

Psychometabolism
Level: Egoist 2, psychic warrior 1
Display: Olfactory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level (D)
Power Points: 1

Your skin and equipment take on the color and texture of nearby objects, including floors and walls. You receive a +10 enhancement bonus on Hide checks.

Charm, Psionic

Telepathy (Charm) [Mind-Affecting]
Level: Telepath 1
Display: Mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One humanoid
Duration: 1 hour/level
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 1

As *charm person* (page 209 of the *Player's Handbook*), except as noted here.

Augment: You can augment this power in one or more of the following ways.

1. If you spend 2 additional power points, this power can also affect an animal, fey, giant, magical beast, or monstrous humanoid.

2. If you spend 4 additional power points, this power can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above.

3. If you spend 4 additional power points, this power's duration increases to one day per level.

In addition, for every 2 additional power points you spend to achieve any of these effects, this power's save DC increases by 1.

For example, if you spend 8 additional power points (4 to affect an aberration and 4 to increase the duration), this power's save DC increases by 4.

Clairtangent Hand

Clairsentience (Scrying)
Level: Seer 5
Display: Auditory, mental, and visual
Manifesting Time: 1 standard action
Range: See text
Area: See text
Duration: Up to 1 min./level; see text (D)
Saving Throw: None
Power Resistance: No
Power Points: 9

You can emulate a *far hand* effect at any distance while simultaneously emulating *clairvoyant sense* to target your *far hand;* see the appropriate power descriptions. *Clairtangent hand*'s duration is up to 1 minute per level when used with a *far hand* effect.

Augment: If you spend 8 additional power points, you can emulate *clairvoyant sense* in conjunction with either *telekinetic force, telekinetic maneuver,* or *telekinetic thrust,* but this power's duration expires as soon as any of the noted telekinetic powers deals damage.

Clairvoyant Sense

Clairsentience (Scrying)
Level: Seer 2
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: See text
Effect: Psionic sensor
Duration: 1 min./level (D)
Saving Throw: None
Power Resistance: No
Power Points: 3

You can see and hear a distant location almost as if you were there. You don't need line of sight or line of effect, but the locale must be known—a place familiar to you or an obvious one, such as behind a door, around a corner, or in a grove of trees. Once you have selected the locale, the focus of your *clairvoyant sense* doesn't move, but you can rotate it in all directions to view the area as desired. Unlike other scrying powers, this power does not allow psionically or supernaturally enhanced senses to work through it. If the chosen locale is magically or psionically dark, you see nothing. If it is naturally pitch black, you can see in a 10- foot radius around the center of the power's effect or out to the extent of your natural darkvision. The power does not work across planes.

Claw of Energy

Psychokinesis [see text]
Level: Psychic warrior 4
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level
Power Points: 7

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*), you can use this power to energize that weapon. The claw attack deals an extra 1d6 points of cold, electricity, or fire damage (as chosen by you at the time of manifestation) on a successful hit. On a critical hit, it deals an extra 1d10 points of energy damage. If the claw's critical multiplier is ×3, add 2d10 points of energy damage instead; if the multiplier is ×4, add 3d10 points of energy damage.

This power can be manifested on a claw attack that already deals energy damage, but if the claw already deals the same type of damage as the power, the effects stack. If this power is manifested on a claw attack already benefiting from the effect of the power, the newer manifestation supersedes the older manifestation, even if both manifestations are of different energy types.

This power's subtype is the same as the type of energy infused in the natural weapon.

Claws of the Beast

Psychometabolism
Level: Psychic warrior 1
Display: Visual
Manifesting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 hour/level
Power Points: see text

You call forth the aggressive nature of the beast inherent in yourself, psionically transforming your hands into deadly claws. You gain two natural attacks with your claws, each dealing 1d4 points of damage (1d6 if you are Large, or 1d3 if you are Small) plus your Strength bonus.

Your claws are natural weapons, so you are considered armed when attacking with them, and they can be affected by powers, spells, and effects that enhance or improve natural weapons (such as the *magic fang* spell). You can choose to deal nonlethal damage with your claws, taking the standard –4 penalty on your attack roll.

Your claws work just like the natural weapons of many monsters. You can make an attack with one claw or a full attack with two claws at your normal attack bonus, replacing your normal attack routine. You take no penalties for two-weapon fighting, and neither attack is a secondary attack. If your base attack bonus is +6 or higher, you do not gain any additional attacks—you simply have two claw attacks at your normal attack bonus.

You can manifest this power with an instant thought, quickly enough to gain the benefit of the power on your turn before you attack. Manifesting this power is a swift action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You cannot manifest this power when it isn't your turn.

You can call or dismiss the claws as a swift action during the duration of the power. If you attack with a manufactured weapon or another natural attack, you can't make any claw attacks in that round. You can still hold and manipulate items with your claws or cast spells just as well as you could with your hands.

Augment: If you spend additional power points, you can create larger, sharper, and more deadly claws, as shown on the table below.

Power	Claw Damage		
Points	Small	Medium	Large
1	1d3	1d4	1d6
3	1d4	1d6	1d8
5	1d6	1d8	2d6
7	1d8	2d6	3d6
11	2d6	3d6	4d6
15	3d6	4d6	5d6
19	4d6	5d6	6d6

Claws of the Vampire

Psychometabolism
Level: Psychic warrior 3
Display: Material and visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level
Power Points: 5

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*), you can use this power to change the nature of that weapon. When this power is manifested, your claws take on an ominous glimmer. Each time you make a successful claw attack against a living creature of Small or larger size, you are healed of some amount of damage.

You heal a number of hit points equal to half the base damage dealt by your *claws of the vampire*, rounded down (additional damage dealt because of a high Strength score or other enhancements does not count toward the amount you heal). You heal as many hit points as can be gained while the creature remains at 1 hit point or higher. Any damage that would reduce the creature to 0 or fewer hit points does not benefit you.

You do not heal damage if your attack deals nonlethal damage, such as when you attack a creature that has the regeneration ability. Moreover, you gain no healing from attacking any creature that is under the effect of *biofeedback*. Using *fission* on yourself and then attacking your duplicate also fails to grant any healing.

Cloud Mind

Telepathy [Mind-Affecting]
Level: Psion/wilder 2
Display: None
Manifesting Time: 1 standard action
Range: Close (25 ft. +5 ft./2 levels)
Target: One creature
Duration: 1 min./level
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 3

You make yourself completely undetectable to the subject by erasing all awareness of your presence from its mind. This power has the following effects.

First, you are invisible and inaudible to the creature. It cannot even detect your presence by means of blindsense, blindsight, scent, or tremorsense. It cannot pinpoint your location by any means.

Second, the subject remains unaware of your actions, provided you do not make any attacks or cause any obvious or directly threatening changes in the subject's environment. For example, you could open a door and slip out without the subject noticing, but if you opened a door and let in allies that the subject can see, it would note the arrival of those allies. You could remove a hand-sized, unattended object from the subject's presence without risking notice, but moving a larger object or an attended object might end the effect (see below).

If you attack the subject creature, the effect ends.

If you take an action that creates a sustained and obvious change in the subject's environment—for example, attacking a creature aside from the subject or moving a large or attended object the subject can see—the subject immediately gains a new saving throw against the power.

An ally of the subject creature that is able to see or perceive you can use a move action to warn the subject and thereby grant it a new saving throw.

Cloud Mind, Mass

Telepathy [Mind-Affecting]
Level: Psion/wilder 6
Target: One creature/level
Power Points: 11

As *cloud mind*, except as noted above. Each creature is affected individually; it's possible for you to cloud the minds of half a band of trolls, while the trolls that succeeded on their saving throws perceive you normally.

Compression

Psychometabolism
Level: Psychic warrior 1
Display: Olfactory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)
Power Points: 1

This power causes instant diminution, halving your height, length, and width and dividing your weight by 8. This decrease changes your size category to the next smaller one. You gain a +2 size bonus to Dexterity, a –2 size penalty to Strength (to a minimum effective Strength score of 1), a +1 size bonus on attack rolls, and a +1 size bonus to Armor Class due to your reduced size.

If your new size is Tiny, you have a space of 2 1/2 feet and a natural reach of 0 feet (meaning that you must enter an opponent's square to attack). If your new size is Diminutive, you have a space of 1 foot and a natural reach of 0 feet. This power doesn't change your speed.

All your equipment, worn or carried, is similarly reduced by the power. Melee and projectile weapons deal less damage (see Table 2–3, page 28 of the *Dungeon Master's Guide*). Other psionic or magical properties are not affected by this power. Any affected item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them). Multiple effects that reduce size do not stack, which means (among other things) that you can't use a second manifestation of this power to further reduce yourself.

Augment: You can augment this power in one or more of the following ways.

1. If you spend 6 additional power points, this power decreases your size by two size categories. You gain a +4 size bonus to Dexterity, a –4 size penalty to Strength (to a minimum effective Strength score of 1), a +2 size bonus on attack rolls, and a +2 size bonus to Armor Class due to your reduced size.

2. If you spend 6 additional power points, you can manifest this power as a swift action instead of a standard action.

3. If you spend 2 additional power points, this power's duration is 1 minute per level rather than 1 round per level.

Conceal Thoughts

Telepathy [Mind-Affecting]
Level: Psion/wilder 1, psychic warrior 1
Display: Mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One willing creature
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Power Resistance: Yes (harmless)
Power Points: 1

You protect the subject's thoughts from analysis. While the duration lasts, the subject gains a +10 circumstance bonus on Bluff checks against those attempting to discern its true intentions with Sense Motive. It also gains a +4 bonus on its saving throw against any power or spell used to read its mind (such as *read thoughts* or *mind probe*).

Concealing Amorpha

Metacreativity (Creation)
Level: Psion/wilder 2, psychic warrior 2
Display: Material; see text
Manifesting Time: 1 standard action
Range: 0 ft.
Effect: Quasi-real amorphous film centered on you
Duration: 1 min./level (D)
Power Points: 3

Using *concealing amorpha,* you weave a quasi-real membrane around yourself. You remain visible within the translucent, amorphous enclosure. This distortion grants you concealment (opponents have a 20% miss chance), thanks to the rippling membrane encasing your form. You can pick up or drop objects, easily reaching through the film. Anything you hold is enveloped by the amorpha. Likewise, you can engage in melee, make ranged attacks, and manifest powers without hindrance.

Rurik uses concussion blast

Concealing Amorpha, Greater

Metacreativity (Creation)
Level: Shaper 3, psychic warrior 3
Duration: 1 round/level (D)
Power Points: 5

As *concealing amorpha,* except the quasi-real membrane so distorts your image and actual position that you gain total concealment (opponents have a 50% miss chance), but for a shorter period of time.

Concussion Blast

Psychokinesis [Force]
Level: Psion/wilder 2
Display: Auditory
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature or object
Duration: Instantaneous
Saving Throw: None
Power Resistance: Yes
Power Points: 3

A subject you select is pummeled with telekinetic force for 1d6 points of force damage. You can choose to have the power deal an equal amount of nonlethal damage instead.

Concussion blast always affects a subject within range that you can see, even if the subject is in melee or has cover or concealment (you cannot use this power against creatures with total cover or total concealment). Nonmagical, unattended objects (including doors, walls, locks, and so on) may also be damaged by this power.

Augment: You can augment this power in one or both of the following ways.

1. For every 2 additional power points you spend, this power's damage increases by 1d6 points.

2. For every 2 additional power points you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

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Contingency, Psionic

Clairsentience
Level: Psion/wilder 6
Display: Olfactory
Manifesting Time: 10 minutes or longer; see text
Range: Personal
Target: You
Duration: One day/level (D) or until discharged
Power Points: 11, XP

You can place another power upon your person so that it comes into effect under some condition you dictate when manifesting *psionic contingency*. The *psionic contingency* power and the companion power are manifest at the same time. The 10-minute manifesting time is the minimum total for both manifestations; if the companion power has a manifesting time longer than 10 minutes, use that instead.

The power to be brought into effect by the *psionic contingency* must be one that affects your person (*concealing amorpha, psionic levitate, psionic fly, psionic teleport*, and so forth) and be of a power level no higher than one-third your manifester level (rounded down, maximum 6th level).

The conditions needed to bring the power into effect must be clear, although they can be general. For example, a *psionic contingency* manifested along with *concealing amorpha* might prescribe that any time you are attacked, the *concealing amorpha* power instantly comes into effect. Or a *psionic contingency* could bring a *catfall* power into effect any time you fall more than 4 feet. In all cases, the *psionic contingency* immediately brings into effect the companion power, the latter being "manifested" instantaneously only when the prescribed circumstances occur. If complicated or convoluted conditions are prescribed, the power combination (*psionic contingency* and the companion power) may fail when called on.

You can use only one *psionic contingency* companion power at a time; if a second is manifested, the first one (if still active) is dismissed.

XP Cost: 15 XP.

Control Air

Psychokinesis
Level: Kineticist 2
Display: Mental
Manifesting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: 50-ft.-radius spread
Duration: Concentration, up to 1 min./level
Saving Throw: None
Power Resistance: No
Power Points: 3

You have some control over wind speed and direction. The speed of the wind within the area of this power can be increased or decreased by up to 10 miles per hour.

You can spend as many as 5 additional power points to augment this power, with each point allowing you to modify the wind speed by an additional 10 miles per hour, to a maximum change in wind speed of 60 miles per hour.

This power also gives you the ability to alter the direction of the wind by as much as 90 degrees (turning a north wind into an east wind, for instance).

Powerful enough winds can cause creatures to be blown away, knocked down, or checked; see Table 3–24, page 95 of the *Dungeon Master's Guide*.

Unless the DM determines the day to be particularly windy or calm, determine the initial wind speed when you first use this power by rolling 1d20. The result is the current wind speed in miles per hour.

Augment: See above.

Control Body

Psychokinesis
Level: Kineticist 4
Display: Material
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One Medium or smaller creature with humanoid physiology
Duration: Concentration, up to 1 min./level
Saving Throw: Fortitude negates
Power Resistance: Yes
Power Points: 7

You psychokinetically control the actions of any humanoid (including undead or outsiders with a humanoid physiology) that is within range and to which you have line of sight.

Control body doesn't require mental contact with the subject, since you are actually forcing limb movements independent of the target's mind. You can force the subject to stand up, sit down, walk, turn around, and so on, but operating the vocal cords is too difficult. You can also hold the subject immobile, rendering it helpless. You cannot force the subject to manifest powers, cast spells, or use any special ability that is not a function of just its body movements. If you lose line of sight to the subject, the effect of this power ends.

If you force the subject to engage in combat, its attack bonus is equal to your base attack bonus + your Intelligence bonus, and its bonus on damage rolls is equal to your Intelligence bonus. A subject of this power cannot make attacks of opportunity. The subject gains no benefit to Armor Class from its Dexterity, but it does gain a bonus to its AC equal to your Intelligence bonus.

Although the subject's body is under your control, the subject's mind is not. Creatures capable of taking purely mental actions (such as manifesting powers) can do so.

Augment: For every 2 additional power points you spend, this power can affect a target one size category larger.

Control Flames

Psychokinesis [Fire]
Level: Psion/wilder 1
Display: Auditory
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: One nonmagical fire source; see text
Duration: Concentration, up to 1 min./level
Saving Throw: See text
Power Resistance: No
Power Points: 1

You pyrokinetically control the intensity or movements of one fire source. A nonmagical fire source can be controlled if it is equal to or smaller than the maximum size of fire you can control according to your manifester level, as noted on the accompanying table. You can freely switch control between fire sources, or change the nature of your control, while you maintain concentration, but only one specified change (keeping a fire burning, animating it, or altering its size) can be made to one fire source in a round. When your control over a fire source lapses, that fire immediately returns to its original state (or goes out if it has no fuel or has been moved away from its original location).

With this power, you can artificially keep a fire burning that would normally expire for lack of fuel; even dousing a controlled flame with water does not put it out (though completely submerging the flame would). Normally, a creature at risk of catching on fire can avoid this fate by making a DC 15 Reflex saving throw, with success indicating that the fire has gone out. If the fire is one that has been kept burning by the use of *control flames*, then the DC of the Reflex save needed to put out the flames increases to 25.

This power also enables you to make a fire move as if it were a living creature. You can animate only a naturally burning fire; if you attempt to animate one that has been increased or decreased in size by your augmentation of this power, the fire immediately returns to its original size. An animated fire moves at a speed of 30 feet. A fire that moves away from its fuel or its original location dies as soon as your control over it lapses.

An animated fire can enter any square, even if a creature already occupies it. If an animated fire enters a square occupied by a creature, that creature can make a Reflex save to get out of the way (DC 11 + the number of dice of damage the fire does + your Int modifier if you are a psion or your Cha modifier if you are a wilder). A successful Reflex save moves the creature to the nearest unoccupied square.

The flames deal the indicated damage to any creature that is either on fire or surrounded by the flames (in the fire's space); see the accompanying table).

At the start of your turn, the animated fire deals damage to any creature in its space, and the creature catches on fire unless it makes a Reflex save (DC as noted above). A victim on fire takes 1d6 points of damage each round.

Additional rounds in the same space as the animated fire occupies mean additional chances of ignition. The damage from multiple normal fires stacks, but the victim gets a saving throw each round to negate each fire. It is possible to switch control from the animated fire (causing it to disappear) to intensify flames that are already burning (thus denying the foe Reflex saves after the first).

Augment: You can augment this power in one or both of the following ways.

1. For every 2 additional power points you spend, you can increase the size of a fire you want to control by one step, up to the maximum size of fire you can control according to your manifester level.
2. For every 2 additional power points you spend, you can decrease the size of a fire you want to control by one step. You can reduce a Tiny or smaller fire to nothing, extinguishing it.

CONTROL FLAMES

Manifester Level	Maximum Fire Size	Example	Damage per Round	Space
1st–2nd	Fine	Tindertwig	1	1 foot square
3rd–4th	Diminutive	Torch	1d3	1 foot square
5th–6th	Tiny	Small campfire	1d6	1 foot square
7th–8th	Small	Large campfire	2d6	1 foot square
9th–10th	Medium	Forge	3d6	1 foot square
11th–12th	Large	Bonfire	4d6	2-by-2-foot square
13th–14th	Huge	Burning shack	5d6	3-by-3-foot square
15th–16th	Gargantuan	Burning tavern	6d6	4-by-4-foot square
17th or higher	Colossal	Burning inn	7d6	5-by-5-foot square

Control Light

Psychokinesis [Light]
Level: Psion/wilder 1
Display: Visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: Nine 10-ft. cubes + three 10-ft. cubes/level
Duration: Concentration, up to 1 min./level, or 1 round; see text
Saving Throw: None
Power Resistance: No
Power Points: 1

By manipulating the ambient light level, you can decrease or increase the illumination of an area. The change in illumination can be gradual (taking as long as 1 minute) or sudden (occurring immediately when you manifest this power). You can alter the level of illumination from its original level at any time during the power's duration.

Decrease: You can decrease the illumination of an area by as little as 5% (barely perceptible) or as much as 100% (total darkness). If you decrease the light by 50% or more, the visual ability of creatures that depend on light to see declines accordingly. For instance, a human carrying a torch can see well out to 20 feet. If you use *control light* to decrease the illumination around him by 75%, then the area he sees as brightly lit by the torch extends only out to 5 feet.

If you decrease the ambient light in an area by 100%, even those with low-light vision are unable to see within the affected area.

For each 25% decrease in ambient light, characters in the area gain a cumulative +1 circumstance bonus on Hide checks (to a maximum of +4 when all the light is gone).

Increase: You can increase the illumination of an area by as little as 5% (barely perceptible) or as much as 100%. If you increase the light by 50% or more, the visual ability of creatures that depend on light to see improves accordingly. For instance, an elf carrying a sunrod can see well out to 60 feet (because of her low-light vision). If you use *control light* to increase the illumination around her by 50%, then the area she sees as brightly lit by the sunrod extends out to 90 feet.

You can use this power to increase the illumination of an area by 200%

(improving visual abilities accordingly), but in such a case the power's duration is only 1 round.

Control Object

Psychokinesis
Level: Kineticist 1
Display: Material
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One unattended object weighing up to 100 lb.
Duration: Concentration, up to 1 round/level
Saving Throw: None
Power Resistance: No
Power Points: 1

You telekinetically "bring to life" an inanimate object. Though it is not actually alive, the object moves under your control. Live vegetation cannot be controlled in this fashion, nor can already animated objects or undead. The controlled object moves like a puppet, with jerky and clumsy movements, at a speed of up to 20 feet. If its form is rigid, it makes creaking, groaning, or grating sounds as you control it.

A controlled object can attack an opponent if you direct it to do so. It has one slam attack, at a base attack bonus equal to your base attack bonus plus your Intelligence modifier. If the attack hits, it deals points of damage equal to 1d6 plus your Intelligence modifier. A controlled object has its usual hardness and hit points.

You can use this power on a nonmagical lock, making it move in such a way as to attempt to unlock itself. If another character makes an Open Lock check involving a lock that you are concentrating on controlling, the character gains a +4 bonus on the check.

Control Sound

Psychokinesis [Sonic]
Level: Psion/wilder 2
Display: Auditory; see text
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One sound or mixture of related sounds
Duration: Concentration, up to 1 min./level; see text
Saving Throw: None
Power Resistance: No
Power Points: 3

You shape and alter existing sounds. You can target one sound, such as a person speaking or singing, or a group of related sounds, such as the patter of many raindrops or the tramp of soldiers passing by. A sound as quiet as a snapping finger can be controlled. You can substitute any sound you have heard for the target sound. For instance, you could replace the sound of a dragon's snoring with the sound of a trickling waterfall. You could change the words of a speaker into inarticulate babbling or into other words entirely (though a speaker generally comes to a halt quickly when he realizes that every word coming out of his mouth is unintended). If you attempt to exactly duplicate the voice of a specific individual, or an inherently terrifying sound (such as a dragon's roar), you must succeed on a Bluff check with a +5 circumstance bonus opposed by the intended listener's Sense Motive check to avoid arousing suspicion.

You can entirely muffle a noise or magnify a sound to such loudness that it drowns out all other conversation in the immediate area. In this way, you can provide yourself or any with a +4 circumstance bonus on Move Silently and Listen checks.

Alternatively, you can use up the power in an instant. You do this by modulating a sound into a one-time destructive impetus that shatters nonmagical/nonpsionic, unattended objects of crystal, glass, ceramics, or porcelain (vials, bottles, flasks, jugs, mirrors, and so forth) in the area.

Co-Opt Concentration

Telepathy (Compulsion) [Mind-Affecting]
Level: Psion/wilder 6
Display: Mental
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Concentration, up to 1 round/level
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 11

You take over control of a power that was manifested by the subject and that must be maintained through concentration. Once you wrest control of the power from the subject, you have several options.

- Allow the power to function as normal.
- Keep the power targeted on the subject (if a personal power) but decide how the power fulfills its function each round.
- Retarget the power on yourself (if a personal power).
- Choose not to concentrate on the co-opted power in the next round, ending the power at that point.

When the duration of *co-opt concentration* expires, the power you took control of ends (even if this would mean that the power ends earlier than normal).

Correspond

Telepathy [Mind-Affecting]
Level: Psion/wilder 4
Display: Mental
Manifesting Time: 10 minutes
Range: See text
Target: One creature with an Intelligence score of 3 or higher
Duration: 1 round/level
Saving Throw: None
Power Resistance: No
Power Points: 7

You forge a passive mental link with a creature with which you have previously had physical or mental contact. The subject need not be within sight or even on the same plane as you are. The subject recognizes you, and you can mentally communicate with it for the duration (though nothing forces the subject to respond to you), exchanging messages of twenty-five words or less once per round.

Receiving a message is not an action and does not provoke attacks of opportunity; however, sending a message is equivalent to a standard action that can provoke attacks of opportunity.

Create Sound

Metacreativity (Creation) [Sonic]
Level: Psion/wilder 1
Display: Auditory; see text
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Sounds; see text
Duration: 1 round/level (D)
Saving Throw: None
Power Resistance: No
Power Points: 1

You create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound the power creates when manifesting it and cannot thereafter change its basic character.

The volume of sound created, however, depends on your level. You can produce as much noise as four normal humans per manifester level (maximum twenty humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise produced can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire lion is equal to the noise from twenty humans.

If you wish to create a specific message, up to twenty-five words can be created, and those words repeat over and over until the duration expires or the power is dismissed. If you attempt to exactly duplicate the voice of a specific individual or an inherently terrifying sound (such as a dragon's roar), you must succeed on a Bluff check with a +2 circumstance bonus opposed by the listener's Sense Motive check to avoid arousing suspicion.

Create sound can be used to bring sounds into existence that you later manipulate by manifesting *control sound.*

Crisis of Breath

Telepathy (Compulsion) [Mind-Affecting]
Level: Telepath 3
Display: Auditory
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One breathing humanoid
Duration: 1 round/level
Saving Throw: Will negates, Fortitude partial; see text
Power Resistance: Yes
Power Points: 5

You compel the subject to purge its entire store of air in one explosive exhalation, and thereby disrupt the subject's autonomic breathing cycle. The subject's lungs do not automatically function again while the power's duration lasts.

If the target succeeds on a Will save when *crisis of breath* is manifested, it is unaffected by this power. If it fails its Will save, it can still continue to breathe by taking a standard action in each round to gasp for breath.

An affected creature can attempt to take actions normally (instead of consciously controlling its breathing), but each round it does so, beginning in the round when it failed its Will save, the subject risks blacking out from lack of oxygen. It must succeed on a Fortitude save at the end of any of its turns in which it did not consciously take a breath. The DC of this save increases by 1 in every consecutive round after the first one that goes by without a breath; the DC drops back to its original value if the subject spends an action to take a breath.

If a subject fails a Fortitude save, it is disabled (0 hp). In the following round, it drops to –1 hit points and is dying. Curing powers or spells can revive a dying subject normally, so long as this power's duration has expired; if the power is still in effect, a revived creature is still subject to Fortitude saves in each round when it does not consciously breathe.

Augment: You can augment this power in one or more of the following ways.

1. If you spend 2 additional power points, this power can also affect an animal, fey, giant, magical beast, or monstrous humanoid.

2. If you spend 4 additional power points, this power can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above.

3. If you spend 6 additional power points, this power can affect up to four creatures all within a 20-ft.-radius burst.

In addition, for every 2 additional power points you spend to achieve any of these effects, this power's save DC increases by 1.

For example, if you spend 10 additional power points (4 to affect an aberration and 6 to increase the number of targets), this power's save DC increases by 5.

Crisis of Life

Telepathy [Mind-Affecting, Death]
Level: Telepath 7
Display: Mental
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude partial; see text
Power Resistance: Yes
Power Points: 13

You interrupt the subject's autonomic heart rhythm, killing it instantly on a failed saving throw if it has 11 Hit Dice or less. If the target makes its saving throw or has more than 11 Hit Dice, it takes 7d6 points of damage.

Augment: For every additional power point you spend, this power can kill a subject that has Hit Dice equal to 11 + the number of additional points.

Crystal Shard

Metacreativity (Creation)
Level: Psion/wilder 1
Display: Auditory and material
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: None
Power Resistance: No
Power Points: 1

Upon manifesting this power, you propel a razor-sharp crystal shard at your target. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of piercing damage.

Augment: For every additional power point you spend, this power's damage increases by 1d6 points.

Crystallize

Metacreativity
Level: Shaper 6
Display: Auditory
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature
Duration: Permanent
Saving Throw: Fortitude negates
Power Resistance: Yes
Power Points: 11

You seed the subject's flesh with supersaturated crystal. In an eyeblink, the subject's form seems to freeze over, as its flesh and fluids are instantly crystallized. Following the application of this power, the subject appears lifeless. In fact, it is not dead (though no life can be detected with powers or spells that detect such).

This power has a chance of being dispelled only by a manifester of a higher level than you when you manifested this power. When the power is dispelled, crystal melts back into flesh, and the subject is in exactly the state he was prior being affected by *crystallize*.

Danger Sense

Clairsentience
Level: Psion/wilder 3, psychic warrior 3
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level (D)
Power Points: 5

You can sense the presence of danger before your senses would normally allow it. Your intuitive sense alerts you to danger from traps, giving you a +4 insight bonus on Reflex saves to avoid traps and a +4 insight bonus to Armor Class against attacks by traps.

Augment: If you spend 3 additional power points, this power also gives you the uncanny dodge ability; if you spend 6 additional power points, this power gives you the improved uncanny dodge ability as well.

Darkvision, Psionic

Clairsentience
Level: Psion/wilder 3, psychic warrior 2
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level
Power Points: Psion/wilder 5, psychic warrior 3

As *darkvision* (page 216 of the *Player's Handbook*), except as noted here.

Daze, Psionic

Telepathy (Compulsion) [Mind-Affecting]
Level: Psion/wilder 1
Display: Material and mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One humanoid creature that has 4 HD or less
Duration: 1 round
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 1

As *daze* (page 217 of the *Player's Handbook*), except as noted here.

Augment: For every additional power point you spend, this power can affect a target that has Hit Dice equal to 4 + the additional points.

Death Urge

Telepathy (Compulsion) [Mind-Affecting]
Level: Psion/wilder 4
Display: Mental
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature
Duration: 1 round
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 7

You plant a hidden death-urge impulse in the subject's unconscious. On the subject's next turn, it looks for the quickest method to end its life and attempts to do so. The subject takes no other action on its turn except attempting to harm itself.

If armed, the subject attacks itself as a full-round action. The attack automatically succeeds and deals damage as a critical hit. If unarmed, the subject moves adjacent to the nearest enemy and provokes an attack of opportunity, offering its opponent an opening, which the opponent may or may not choose to take advantage of.

If the subject is unarmed and no enemy is nearby, the subject simply does nothing at all. At the Dungeon Master's option, a subject close to an immediate and lethal hazard such as a cliff or a fire might hurl itself off the cliff or into the fire instead of striking itself with a weapon.

Augment: For every 4 additional power points you spend, this power's save DC increases by 2 and its duration increases by 1 round.

Deceleration

Psychoportation
Level: Psion/wilder 1
Display: Auditory and material
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./level)
Target: One Medium or smaller creature
Duration: 1 min./level
Saving Throw: Reflex negates
Power Resistance: Yes
Power Points: 1

You warp space around an individual, hindering the subject's ability to move. The subject's speed (in any movement mode it possesses) is halved. A subsequent manifestation of *deceleration* on the subject does not further decrease its speed.

Augment: For every 2 additional power points you spend, this power can affect a target one size category larger.

Decerebrate

Psychoportation [Teleportation]
Level: Psion/wilder 7
Display: Mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./level)
Target: One living creature
Duration: Instantaneous

Saving Throw: Fortitude negates
Power Resistance: Yes
Power Points: 13

With *decerebrate,* you selectively remove a portion of the subject's brain stem. The creature loses all cerebral function, vision, hearing, and other sensory abilities, and all voluntary motor activity. The subject becomes limp and unresponsive. Without extreme measures, such as *greater restoration* or some other suitable effect of 7th level or higher, the creature perishes in 1d4 days.

Déjà Vu

Telepathy [Mind-Affecting]
Level: Psion/wilder 1
Display: Mental
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 round
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 1

Your mental impulse forces the subject to repeat the actions it took on its previous turn. If the situation has changed in such a way that the subject can't take the same actions again (if its foe is dead, or the subject has run out of power points, and so on), the subject stands still and takes no actions for 1 round. In any event, the subject can still defend itself, and it retains its Dexterity bonus to AC even if it stands still.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Demoralize

Telepathy [Mind-Affecting]
Level: Psion/wilder 1
Display: Mental and olfactory
Manifesting Time: 1 standard action
Range: 30 ft.
Area: 30-ft.-radius spread centered on you
Duration: 1 min./level
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 1

You fill your enemies with self-doubt. Any enemy in the area that fails its save becomes shaken for the duration of the power. Allies and creatures without an Intelligence score are unaffected.

Augment: For every 2 additional power points you spend, this power's range and the radius of its area both increase by 5 feet, and the power's save DC increases by 1.

Destiny Dissonance

Clairsentience
Level: Seer 1
Display: Material and mental
Manifesting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round/level
Saving Throw: None
Power Resistance: Yes
Power Points: 1

Your mere touch grants your foe an imperfect, unfocused glimpse of the many possible futures in store. Unaccustomed to and unable to process the information, the subject becomes sickened for 1 round per level of the manifester.

Detect Hostile Intent

Telepathy [Mind-Affecting]
Level: Psion/wilder 2, psychic warrior 2
Display: Olfactory
Manifesting Time: 1 standard action
Range: 30 ft.
Area: 30-ft.-radius emanation centered on you
Duration: 10 min./level (D)
Saving Throw: None
Power Resistance: No
Power Points: 3

While the duration of this power lasts, you become aware of the presence of any creatures with hostile intent within 30 feet of you, and their direction from you (but not their specific location). The power detects active aggression, as opposed to vigilance. For instance, if you walk up to a door with an assassin behind it, you sense that hostility is somehow associated with the door. However, a soldier assigned to guard the door would not register.

In addition, while this power is active you cannot be surprised or caught flatfooted by creatures that are susceptible to mind-affecting powers.

While under the effect of this power, you can make Sense Motive checks as a free action against anyone within 30 feet of you.

The power can penetrate barriers, but 3 feet of stone, 3 inches of common metal, 1 inch of lead, or 6 feet of wood or dirt blocks it.

Detect Psionics

Clairsentience
Level: Psion/wilder 1, psychic warrior 1
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: 60 ft.
Area: Cone -shaped emanation centered on you
Duration: Concentration, up to 1 min./level (D)
Saving Throw: None
Power Resistance: No
Power Points: 1

You detect psionic auras. A psionic aura is given off by any active or permanent power, or during the use of any psionic feat. Characters who have levels in a psionic class, creatures with the psionic subtype, and creatures with the Wild Talent feat (see page 52) possess psionic auras. The amount of information revealed by the manifestation of this power depends on how long you study a particular area or subject.

1st Round: Presence or absence of psionic auras.

DETECT PSIONICS

	Aura Strength			
Power or Item	**Faint**	**Moderate**	**Strong**	**Overwhelming**
Functioning power (power level)	3rd or lower	4th–6th	7th–9th	10th+ (deity-level)
Psionic item (manifester level)	5th or lower	6th–11th	12th–20th	21st+ (artifact)

2nd Round: Number of different psionic auras and the strength of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Psicraft checks to determine the discipline involved in each aura. (Make one check per aura; DC 15 + power level, or 15 + one-half manifester level for an effect that is not created by a power, such as that of a psionic item.)

Psionically charged locations, multiple disciplines, or strong local psionic emanations may confuse or conceal weaker auras.

Aura Strength: A psionic aura's strength depends on a functioning power's level or an item's manifester level. If an aura falls into more than one category, *detect psionics* indicates the stronger of the two. Detection of an overwhelming aura (see the accompanying table) dazes you for 1 round and the power ends.

Lingering Aura: A psionic aura lingers after its original source dissipates (in the case of a power) or is destroyed (in the case of a psionic item). If *detect psionics* is manifested and directed at such a location, the power indicates an aura of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original strength:

Original Strength	Duration
Faint	1d6 minutes
Moderate	1d6×10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Each round, you can turn to detect psionics in a new area. You can tell the difference between magical and psionic auras. The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Remote Viewing

Clairsentience
Level: Psion/wilder 4
Display: Mental and visual
Manifesting Time: 1 standard action
Range: 40 ft.
Area: 40-ft.-radius emanation centered on you
Duration: 24 hours
Saving Throw: None
Power Resistance: No
Power Points: 7

You immediately become aware of any attempt to observe you by means of a clairsentience (scrying) power or divination (scrying) spell. The power's effect radiates from you and moves as you move. You know the location of every psionic or magical sensor within the power's area.

If the viewing attempt originates within the area, you also know the viewer's location. Otherwise, you and the remote viewer immediately make opposed manifester level checks (1d20 + manifester level, or viewer's caster level as appropriate). If you at least match the remote viewer's result, you get a visual image of the remote viewer and an accurate sense of the remote viewer's direction and distance from you.

Déjà Vu

Telepathy [Mind-Affecting]
Level: Psion/wilder 1
Display: Mental
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 round
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 1

Your mental impulse forces the subject to repeat the actions it took on its previous turn. If the situation has changed in such a way that the subject can't take the same actions again (if its foe is dead, or the subject has run out of power points, and so on), the subject stands still and takes no actions for 1 round. In any event, the subject can still defend itself, and it retains its Dexterity bonus to AC even if it stands still.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Detect Teleportation

Clairsentience
Level: Nomad 1
Display: Visual
Manifesting Time: 1 standard action
Range: 40 ft.
Area: 40-ft.-radius emanation centered on you
Duration: Concentration, up to 1 minute (D)
Saving Throw: No
Power Resistance: No
Power Points: 1

You sense the use of any effects of the teleportation subdiscipline within the area. You sense the use of these powers whether or not you have line of sight or line of effect (although a force effect, such as *wall of force*, prevents this detection). When you sense the use of an appropriate power, you know the direction in which the power was used, though not the distance or the exact effect.

Augment: If you spend 2 additional power points, this power's range increases to Medium (100 ft. + 10 ft./level).

Dimension Door, Psionic

Psychoportation (Teleportation)
Level: Psion/wilder 4, psychic warrior 4
Display: Visual
Manifesting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Target or Targets: You and touched objects or other touched willing creatures
Duration: Instantaneous
Saving Throw: None and Will negates (object)
Power Resistance: No and Yes (object)
Power Points: 7

As *dimension door* (page 221 of the *Player's Handbook*), except as noted here.

Augment: If you spend 6 additional power points, you can manifest this power as a move action.

Dimension Slide

Psychoportation (Teleportation)
Level: Psychic warrior 3
Display: Visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: You; see text

Duration: Instantaneous
Power Points: 5

You instantly transfer yourself from your current location to any other spot within range to which you have line of sight. You can bring along possessions that amount to as much as a medium load, including living creatures that weigh as much as 20 pounds.

Movement caused by the use of *dimension slide* does not provoke attacks of opportunity.

If you somehow attempt to transfer yourself to a location occupied by a solid body or a location you can't see (which might happen if your perceptions are being controlled by a telepath), the power simply fails to function.

Augment: If you spend 4 additional power points, you can manifest this power as a move action.

Dimension Swap

Psychoportation (Teleportation)
Level: Nomad 2, psychic warrior 2
Display: Visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: You and one ally in range, or any two allies in range; see text
Duration: Instantaneous
Saving Throw: Will negates (harmless, object)
Power Resistance: Yes (harmless, object)
Power Points: 3

You instantly swap positions between your current position and that of a designated ally in range. Alternatively, you can swap the positions of any two allies in range. This power affects creatures of Large or smaller size. You can bring along objects, but not other creatures.

Special: A psychic warrior can manifest this power to swap positions with an ally, but not to swap the positions of two allies.

Augment: For every 2 additional power points you spend, this power can affect a target one size category larger.

Dimensional Anchor, Psionic

Psychoportation
Level: Nomad 4
Display: Auditory
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Ray
Duration: 1 min./level
Saving Throw: None
Power Resistance: Yes (object)
Power Points: 7

As *dimensional anchor* (page 221 of the *Player's Handbook*), except as noted here.

Disable

Telepathy (Compulsion) [Mind-Affecting]
Level: Psion/wilder 1
Display: Visual
Manifesting Time: 1 standard action
Range: 20 ft.
Area: Cone-shaped emanation centered on you
Duration: 1 min./level (D)
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 1

You broadcast a mental compulsion that convinces one or more creatures of 4 Hit Dice or less that they are disabled (see page 307 of the *Player's Handbook*). Creatures with the fewest HD are affected first. Among creatures with equal Hit Dice, those who are closest to the power's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted. Creatures that are rendered helpless or are destroyed when they reach 0 hit points cannot be affected.

Creatures affected by this power believe that they have somehow been brought to the brink of unconsciousness and must act accordingly. While it's possible for an important nonplayer character to attempt some sort of "heroic" action, common NPCs and creatures under the effect of this power typically cower or retreat.

Any creature that attempts to take a standard action immediately breaks the compulsion and can act normally. A creature that attempts to heal itself or that receives healing is likewise freed of the compulsion, and if it is not actually wounded, the healing is wasted. A creature that takes damage is also instantly freed of the compulsion (although the damage still counts against its actual current hit points).

Augment: For every 2 additional power points you spend, this power's range increases by 5 feet and its save DC increases by 1.

In addition, for every additional power point you spend to increase the range and the save DC, this power can affect targets that have Hit Dice equal to 4 + the number of additional points.

Disintegrate, Psionic

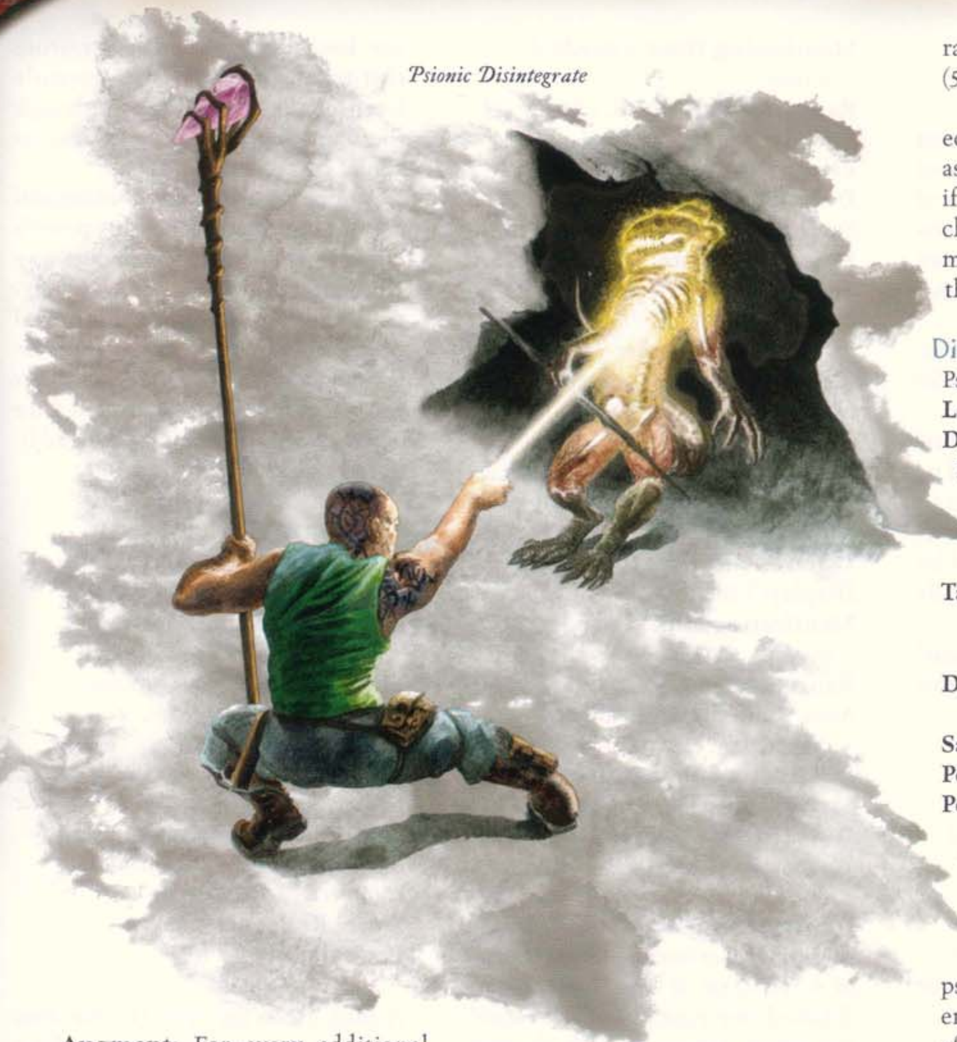
Psychoportation
Level: Psion/wilder 6
Display: Auditory, material, and visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Ray
Duration: Instantaneous
Saving Throw: Fortitude partial (object)
Power Resistance: Yes
Power Points: 11

A thin, green ray springs from your pointing finger. You must make a successful ranged touch attack to hit. Any creature struck by the ray takes 22d6 points of damage. Any creature reduced to 0 or fewer hit points by this power is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected.

When used against an object, the ray simply disintegrates as much as one 10-foot cube of nonliving matter. Thus, the power disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, but not psionic effects such as a *null psionics field*.

A creature or object that makes a successful Fortitude save is partially affected, taking only 5d6 points of damage. If this damage reduces the creature or object to 0 or fewer hit points, it is entirely disintegrated.

Only the first creature or object struck can be affected; that is, the ray affects only one target per manifestation.



Psionic Disintegrate

Illus. by L. Grant-West

Augment: For every additional power point you spend, the damage this power deals to a subject that fails its saving throw increases by 2d6 points. Augmenting this power does not change the amount of damage the target takes if it succeeds on its saving throw.

Dismissal, Psionic

Psychoportation
Level: Nomad 4
Display: Auditory
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One extraplanar creature
Duration: Instantaneous
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 7

As *dismissal* (page 222 of the *Player's Handbook*), except as noted here.

Dismiss Ectoplasm

Metacreativity
Level: Psion/wilder 3
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 30-ft.-radius burst
Duration: Instantaneous
Saving Throw: Will negates; see text
Power Resistance: No
Power Points: 5

You dismiss creatures, objects, or effects composed of ectoplasm, such as astral constructs or the *ectoplasmic cocoon* power, or that were formerly composed of ectoplasm, such as items created by metacreativity (creation) powers.

An ectoplasmic creature that fails its Will saving throw dissipates into so much constituent ectoplasm, which evaporates immediately.

A creature under the effect of the *ectoplasmic form* power that fails its saving throw is either destroyed outright or physically shifted to a random location on the Astral Plane (50% chance for either result).

Other ongoing powers that create ectoplasmic objects or effects, such as *ectoplasmic cocoon*, are dismissed if you succeed on a manifester level check (1d20 + your manifester level, maximum +10) against a DC of 11 + the power's manifester level.

Dispel Psionics

Psychokinesis
Level: Psion/wilder 3
Display: Visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target or Area: One manifester, creature, or object; or 20-ft.-radius burst
Duration: Instantaneous or 1d4 rounds; see text
Saving Throw: None
Power Resistance: No
Power Points: 5

You can use *dispel psionics* to end ongoing powers that have been manifested on a creature or object, to temporarily suppress the psionic abilities of a psionic item, or to end ongoing powers (or at least their effects) within an area. A dispelled power ends as if its duration had expired. Some powers, as detailed in their descriptions, can't be defeated by *dispel psionics*, or can be ended only if you manifest *dispel psionics* at a high enough manifester level. *Dispel psionics* can end spell-like effects just as it does powers.

The effect of a power with an instantaneous duration can't be dispelled, because the psionic effect is already over before the *dispel psionics* can take effect.

You choose to use *dispel psionics* in one of two ways: a targeted dispel or an area dispel.

Targeted Dispel: One object, creature, or power is the target of the *dispel psionics* power. You make a dispel check (1d20 + your manifester level, maximum +10) against the power or against each ongoing power currently in effect on the object or creature. The DC for this dispel check is 11 + the power's manifester level. If you succeed on a particular check, that power is dispelled; if you fail, that power remains in effect.

If you target an object or creature that is the effect of an ongoing power or is under the effect of an ongoing power (such as an astral construct created by the *astral construct* power, or a character who has temporary hit points provided by the *vigor* power), you make a dispel check to end the power or its effect.

If the object that you target is a psionic item, you make a dispel check against the item's manifester level. If you succeed, all the item's psionic properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonpsionic for the duration of the effect. An interdimensional interface (such as a *bag of holding*) is temporarily closed. A psionic item's physical properties are unchanged: A suppressed psionic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal power such as this.

You automatically succeed on your dispel check against any power that you manifested yourself.

Area Dispel: When *dispel psionics* is used in this way, the power affects everything within a 20-foot radius.

For each creature within the area that is the subject of one or more powers, you make a dispel check against the power with the highest manifester level. If that check fails, you make dispel checks against progressively weaker powers until you dispel one power (which discharges the *dispel psionics* power so far as that target is concerned) or until you fail all your checks. The creature's psionic items are not affected.

For each object within the area that is the target of one or more powers, you make dispel checks as with creatures. Psionic items are not affected by an area dispel.

For each ongoing area or effect power whose point of origin is within the area of the *dispel psionics* power, you can make a dispel check to dispel the power.

For each ongoing power whose area overlaps that of the *dispel psionics* power, you can make a dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing power is in the area, you can make a dispel check to end the power that created that object or construct in addition to attempting to dispel powers targeting the creature or object.

You can choose to automatically succeed on dispel checks against any power that you have manifested.

Augment: For every additional power point you spend, the bonus on your dispel check increases by 2 (to a maximum bonus of +20 for a 5-point expenditure).

Dispelling Buffer

Psychokinesis
Level: Kineticist 6, psychic warrior 6
Display: Material and olfactory
Manifesting Time: 1 standard action
Range: Personal or close (25 ft. + 5 ft./2 levels); see text
Target: You or one willing creature or one object (object weighing up to 100 lb./level); see text
Duration: 1 hour/level (D)
Saving Throw: None
Power Resistance: Yes (harmless, object)
Power Points: 11

You create a psychokinetic shield around the subject that improves the chance that any powers affecting the subject will resist a *dispel psionics* power (or a *dispel magic* spell) or a negation effect that targets a specific power (such as *shatter mind blank*). When *dispelling buffer* is manifested on a creature or object, add +5 to the DC of the dispel check for each ongoing effect that is subject to being dispelled.

Dispel psionics can negate *dispelling buffer*, but against a targeted dispel, *dispelling buffer* is always checked last (with the same +5 bonus). Against an area dispel, *dispelling buffer* is checked in the order according to its level (with the same +5 bonus).

Special: When a psychic warrior manifests this power, the range is personal and the target is the manifester.

Dissipating Touch

Psychoportation (Teleportation)
Level: Psion/wilder 1, psychic warrior 1
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: Touch
Target: Creature or object touched
Duration: Instantaneous
Saving Throw: None
Power Resistance: Yes (object)
Power Points: 1

Your mere touch can disperse the surface material of a foe or object, sending a tiny portion of it far away. This effect is disruptive; thus, your successful melee touch attack deals 1d6 points of damage.

Augment: For every additional power point you spend, this power's damage increases by 1d6 points.

Dissolving Touch

Psychometabolism [Acid]
Level: Psychic warrior 2
Display: Visual
Manifesting Time: 1 standard action
Range: Touch
Target: Creature or object touched
Duration: Instantaneous
Saving Throw: None
Power Resistance: No
Power Points: 3

Your touch, claw, or bite is corrosive, and sizzling moisture visibly oozes from your natural weapon or hand. You deal 4d6 points of acid damage to any creature or object you touch with your successful melee touch attack.

Acid you secrete denatures 1 round after use, losing all efficacy and ability to deal damage. You are immune to your own acid.

Augment: For every 2 additional power points you spend, this power's damage increases by 1d6 points.

Dissolving Weapon

Psychometabolism [Acid]
Level: Psychic warrior 2
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: One held weapon; see text
Duration: Instantaneous
Saving Throw: None
Power Resistance: No
Power Points: 3

As *dissolving touch*, except your weapon is charged with acid until you make a successful attack.

Distract

Telepathy [Mind-Affecting]
Level: Psion/wilder 1, psychic warrior 1
Display: Mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Concentration, up to 1 min./level (D)
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 1

You cause your subject's mind to wander, distracting her. Subjects under the effect of *distract* make all Listen, Spot, Search, and Sense Motive checks at a –4 penalty.

Divert Teleport

Psychoportation (Teleportation)
Level: Psion/wilder 7
Display: Visual
Manifesting Time: 1 immediate action; see text
Range: Medium (100 ft. + 10 ft./level)
Area: A circle, centered on you, with a radius of 50 ft. + 10 ft./level
Effect: Diverts the teleportation of any object or creature whose weight does not exceed your maximum load
Duration: 10 min./level (D)
Saving Throw: Will negates (foils diversion)
Power Resistance: Yes (foils diversion)
Power Points: 13

Similar to *detect teleportation*, except that you know the intended destination, and you can divert the final destination of any teleportation attempt made by others within the area. This is an immediate action, like manifesting a quickened power, and counts toward the limit of one quickened power per round. You can manifest this power even if it is not your turn.

You can divert the destination of both incoming and outgoing teleportations, psionic and magical. You must overcome the power resistance of creatures that possess it to make a successful diversion, and the teleporting creature can make a Will save to foil the diversion as well.

For the purpose of this power, "divert" means you choose the actual destination of any teleportation attempt you can affect, as if you yourself were teleporting to that location, regardless of the teleportation range of the effect you are diverting. The destination you choose must be a location with which you are very familiar or that you have studied carefully.

Divination, Psionic

Clairsentience
Level: Psion/wilder 4
Display: Mental and visual
Manifesting Time: 10 minutes
Range: Personal
Target: You
Duration: Instantaneous
Power Points: 7

As *divination* (page 224 of the *Player's Handbook*), except as noted here.

Dominate, Psionic

Telepathy (Compulsion) [Mind-Affecting]
Level: Telepath 4
Display: Mental
Manifesting Time: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One humanoid
Duration: Concentration
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 7

As *dominate person* (page 224 of the *Player's Handbook*), except as noted here.

Augment: You can augment this power in one or more of the following ways.

1. If you spend 2 additional power points, this power can also affect an animal, fey, giant, magical beast, or monstrous humanoid.

2. If you spend 4 additional power points, this power can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above.

3. For every 2 additional power points you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

In addition, for every 2 additional power points you spend to achieve any of these effects, this power's save DC increases by 1.

For example, if you spend 8 additional power points (4 to affect an aberration and 4 to affect two additional creatures), this power's save DC increases by 4.

Dream Travel

Psychoportation
Level: Nomad 7
Display: Visual
Manifesting Time: 1 standard action
Range: Touch
Targets: You and touched creature or creatures (up to one/level)
Duration: 1 hour/level (D)
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 13

You and any creature you touch are drawn along a crystal arc of reverie to the edge of conscious thought and into the region of dreams. You can take more than one creature along with you (subject to your level limit), but each one must be touching another one. You physically enter the land of dreams, leaving nothing behind.

In the region of dreams, you move through a menagerie of thoughts, desires, and phantoms created by the minds of dreamers everywhere. For every minute you move through dream, you can "wake" to find yourself five miles displaced in the waking world. Thus, a character can use this power to travel rapidly by physically entering where only dreams normally prowl, moving the desired distance, and then stepping back into the waking world. You know where you will come out in the waking world.

Dream travel can also be used to travel to other planes that contain creatures that dream, but doing this requires crossing into the dreams of outsiders, where you are subject to the vagaries of many dream realities—a potentially perilous proposition, at your DM's option. Transferring to another plane of existence in this fashion requires 1d4 hours of uninterrupted travel.

Any creatures that come along when *dream travel* is manifested also make the transition to the borders of unconscious thought. A creature separated from you wanders off into the dreamscape. When the duration ends, all affected creatures return to the waking world as much as 1,000 miles (d%×10) from their starting point.

If a creature remains in the dreamscape, it is powerless to leave unless it can manifest the *dream travel* power itself or someone who manifests the power seeks out the lost creature.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Duodimensional Claw

Psychometabolism
Level: Psychic warrior 3
Display: Material
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level
Power Points: 5

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*), you can use this power to improve that weapon. One of your claws becomes two-dimensional, making it razor-sharp. The weapon is now psionically keen, increasing its threat range from 20 to 19–20. This benefit does not stack with other effects that improve a weapon's threat range.

The third spatial component of your hand still exists but is temporarily shunted into the Ethereal Plane, so against ethereal or incorporeal targets this power is ineffective.

Ecto Protection

Metacreativity
Level: Psion/wilder 1
Display: Visual; see text
Manifesting Time: 1 standard action; see text
Range: Close (25 ft. + 5 ft./2 levels)
Target: An astral construct you manifest
Duration: 1 min./level
Saving Throw: None
Power Resistance: No
Power Points: 1

This power reinforces an astral construct created by the *astral construct* power, giving you a +1 bonus on any manifester level checks you make to protect it against *dispel psionics* or a similar effect, and a +1 bonus on its saving throw to resist *dismiss ectoplasm*.

This power can be manifested as a swift action in the same round that you manifest an astral construct, as long as the power points you spend to perform both actions does not exceed your manifester level.

Augment: For every 2 additional power points you spend, your bonus on manifester level checks to protect your astral construct increases by 1, and your astral construct's bonus on its saving throw to resist *dismiss ectoplasm* increases by 1.

Ectoplasmic Cocoon

Metacreativity
Level: Shaper 3
Display: Auditory and material
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One Medium or smaller creature
Duration: 1 round/level (D)
Saving Throw: Reflex negates
Power Resistance: No
Power Points: 5

You draw writhing strands of ectoplasm from the Astral Plane that wrap up the subject like a mummy. The subject can still breathe but is otherwise helpless, unable to see outside the cocoon, speak, or take any physical actions. The subject's nostrils are clear (air passes through the cocoon normally). The subject can execute purely mental actions (such as manifesting powers or casting spells with no verbal, somatic, or material components).

Cutting or damaging the cocoon can free a victim. The cocoon has hardness 8 and 20 hit points.

Teleportation and other forms of travel provide a means of escape, but the cocoon extends into the Ethereal Plane, blocking ethereal travel. An *ectoplasmic cocoon* can't be affected by *dispel psionics*, but it can be dismissed with *dismiss ectoplasm*, or otherwise destroyed by extreme measures or items.

The creature within the cocoon is visible only as a vague shape (substantial enough to interrupt line of sight) and cannot be directly harmed or interacted with unless the cocoon is destroyed. The cocooned creature can be moved normally (the weight of the cocoon is negligible).

A creature that is cocooned while aloft begins to fall immediately, and a creature that is cocooned while swimming or underwater may drown.

Augment: You can augment this power in one or both of the following ways.

1. For every 2 additional power points you spend, this power's save DC increases by 1.
2. For every 2 additional power points you spend, this power can affect a target one size category larger.

Ectoplasmic Cocoon, Mass

Metacreativity
Level: Shaper 7
Range: Medium (100 ft. + 10 ft./level)
Area: 20-ft.-radius burst
Duration: 1 hour/level (D)
Saving Throw: Reflex negates
Power Resistance: No
Power Points: 13

As *ectoplasmic cocoon*, except you can cocoon several creatures (or a single big creature that fits in a 20-foot-radius sphere or hemisphere) in a mass of writhing ectoplasm. Targets entirely within the area who fail their save are caught and cocooned. If a creature's body is only partially within the area, this power does not affect that creature.

Augment: For every 2 additional power points you spend, the radius of this power's area increases by 5 feet.

Ectoplasmic Form

Psychometabolism
Level: Egoist 3, psychic warrior 3
Display: Olfactory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)
Power Points: 5

You and all your gear become a partially translucent mass of rippling ectoplasm that generally conforms to your normal shape. You gain damage reduction 10/psionics, and you gain immunity to poison and critical hits. Your material armor (including *inertial armor*) becomes meaningless, although your size, Dexterity, deflection bonuses, and armor bonuses from force effects (such as those gained by *inertial armor*) still apply to your Armor Class.

You can manifest powers while in *ectoplasmic form*, but you must make a Concentration check (DC 20 + power level) for each power you attempt to manifest.

You cannot physically attack, you lose supernatural abilities (if any), and you can't speak while in *ectoplasmic form*. You can't run, but you can fly at a speed of 20 feet (perfect). You can pass through small holes or narrow openings, even mere cracks, with all you were wearing or holding in your hands. You are subject to the effects of wind, and you can't enter water or other liquid. You also can't manipulate objects or activate items, even those carried along with you. Continuously active items remain active, though in some cases their effects may be moot (such as items that provide armor or natural armor bonuses).

Ectoplasmic Shambler

Metacreativity (Creation)
Level: Psion/wilder 5
Display: Auditory, material, and olfactory; see text
Manifesting Time: 1 round
Range: Long (400 ft. + 40 ft./level)
Effect: One ectoplasmic manifestation of a size equal to ten 10-ft. cubes (S)
Duration: 1 min./level
Saving Throw: None
Power Resistance: No
Power Points: 9

You fashion an ephemeral, many-legged mass of pseudo-living ectoplasm called an ectoplasmic shambler. You can direct the shambler as a free action. It has a speed of 10 feet. It can completely surround objects (and opponents) over which it is manifested or onto which it moves, because it has the consistency of thick mist. The vision of those within the shambler is limited to 5 feet, and manifesting powers (or casting spells) within the shambler is difficult due to the constant turbulence felt by those caught in the shambler's form.

Creatures enveloped by the shambler, regardless of Armor Class, take 1 point of damage for every two manifester levels you have in each round they become or remain within the roiling turbulence of the shambler. Anyone trying to manifest a power must make a Concentration check (DC 15 + power's or spell's level) to successfully manifest a power or cast a spell inside the shambler.

A wind stronger than 20 miles per hour that blows against the shambler reduces its speed to 0 feet during the first round, and in subsequent rounds moves it in the direction of the wind at a speed of 5 feet. A wind stronger than 20 miles per hour that blows in the direction the shambler travels increases its speed to 15 feet.

Ego Whip

Telepathy [Mind-Affecting]
Level: Psion/wilder 2
Display: Auditory
Manifesting Time: 1 standard action
Range: Medium (100 ft. +10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Will half; see text
Power Resistance: Yes
Power Points: 3

Your rapid mental lashings assault the ego of your enemy, debilitating its confidence. The target takes 1d4 points of Charisma damage, or half that amount (minimum 1 point) on a successful save. A target that fails its save is also dazed for 1 round.

Augment: For every 4 additional power points you spend, this power's Charisma damage increases by 1d4 points and its save DC increases by 2.

Elfsight

Psychometabolism
Level: Psion/wilder 2, psychic warrior 1
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level
Power Points: Psion/wilder 3, psychic warrior 1

You gain low-light vision (as an elf) for the duration of the power, as well as a +2 bonus on Search and Spot checks.

In addition, you gain the ability to notice secret or concealed doors by merely passing within 5 feet of one, getting to make a Search check as if you were actively looking for it.

If *elfsight* is used in conjunction with *my light*, the cone of light extends out to 40 feet instead of 20 feet.

Empathic Feedback

Telepathy [Mind-Affecting]
Level: Psion/wilder 4, psychic warrior 3
Display: Auditory and material
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level
Power Points: Psion/wilder 7, psychic warrior 5

You empathically share your pain and suffering with your attacker. Each time a creature strikes you in melee, it takes damage equal to the amount it dealt to you or 5 points, whichever is less. This damage is empathic in nature, so powers and abilities the attacker may have such as damage reduction and regeneration do not lessen or change this damage. The damage from *empathic feedback* has no type, so even if you took fire damage from a creature that has immunity to fire, *empathic feedback* will damage your attacker.

Augment: For every additional power point you spend, this power's damage potential increases by 1 point. For example, if a psychic warrior spends 8 points to manifest this power, her attacker takes damage equal to the amount it dealt to her or 8 points, whichever is less.

Empathic Transfer

Psychometabolism
Level: Egoist 2, psychic warrior 2
Display: Auditory and material
Manifesting Time: 1 standard action

Range: Touch
Target: Willing creature touched
Duration: Instantaneous
Power Points: 3

You heal another creature's wounds, transferring some of its damage to yourself. When you manifest this power, you can heal as much as 2d10 points of damage. The target regains a number of hit points equal to the dice result, and you lose hit points equal to half of that amount. (This loss can bring you to 0 or fewer hit points.) Powers and abilities you may have such as damage reduction and regeneration do not lessen or change this damage, since you are taking the target's pain into yourself in an empathic manner. The damage transferred by this power has no type, so even if you have immunity to the type of damage the target originally took, the transfer occurs normally and deals hit point damage to you.

Alternatively, you can use this power to absorb one poison or one disease afflicting the target creature into yourself. When you absorb a poison or disease, you do not take any of the damage previously dealt to the target by the affliction, but you do assume the burden of making the secondary and/or continuing Fortitude saves to combat the affliction.

Finally, you can use this power to transfer up to 1 point of ability damage per manifester level from the target to yourself.

Augment: For every additional power point you spend, you can heal an additional 2d10 points of damage (to a maximum of 10d10 points per manifestation).

Empathic Transfer, Hostile

Telepathy [Mind-Affecting]
Level: Telepath 3, psychic warrior 3
Display: Auditory and material
Manifesting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will half
Power Resistance: Yes
Power Points: 5

You transfer your hurt to another. When you manifest this power and then make a successful touch attack, you can transfer 50 points of damage (or less, if you choose) from yourself to the touched creature. You immediately regain hit points equal to the amount of damage you transfer. You cannot use this power to gain hit points in excess of your full normal total. The transferred damage is empathic in nature, so powers and abilities the subject may have such as damage reduction and regeneration do not lessen or change this damage. The damage transferred by this power has no type, so even if the subject has immunity to the type of damage you originally took, the transfer occurs normally and deals hit point damage to the subject.

Augment: You can augment this power in one or both of the following ways.

1. For every additional power point you spend, you can transfer an additional 10 points of damage (maximum 90 points per manifestation).

2. If you spend 6 additional power points, this power affects all creatures in a 20-foot-radius spread centered on you.

Empathy

Telepathy [Mind-Affecting]
Level: Psion/wilder 1
Display: Mental
Manifesting Time: 1 standard action
Range: 30 ft.
Area: 30-ft.-radius spread centered on you
Duration: Concentration, up to 1 min./level (D)
Saving Throw: None
Power Resistance: No
Power Points: 1

You detect the surface emotions of any creature you can see that is in the power's area. You can sense basic needs, drives, and emotions. Thirst, hunger, fear, fatigue, pain, rage, hatred, uncertainty, curiosity, friendliness, and many other kinds of sensations and moods can all be perceived.

You gain a +2 insight bonus on any Bluff, Diplomacy, Intimidate, or Sense Motive checks that you make in the round when you cease concentrating on this power.

Augment: You can augment this power in one or both of the following ways.

1. For every additional power point you spend, this power's range and the radius of its area increases by 5 feet.

2. If you spend 2 additional power points, this power's maximum duration increases to 1 hour/level.

Empty Mind

Telepathy [Mind-Affecting]
Level: Psion/wilder 1, psychic warrior 1
Display: Auditory
Manifesting Time: 1 immediate action
Range: Personal
Target: You
Duration: 1 round
Power Points: 1

You empty your mind of all transitory and distracting thoughts, improving your self-control. You gain a +2 bonus on all Will saves until your next action.

You can manifest this power instantly, quickly enough to gain its benefit in an emergency. Manifesting this power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You can use this power even when it is not your turn.

Augment: For every 2 additional power points you spend, the bonus on your Will saves increases by 1.

Energy Adaptation

Psychometabolism [see text]
Level: Psion/wilder 4, psychic warrior 4
Display: Visual; see text
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level
Power Points: 7

Your body assimilates some of the effect of an energy attack and converts it to harmless light. You gain resistance 10 against any attack that deals acid, cold, electricity, fire, or sonic damage.

When you absorb damage, you can choose to radiate visible light that illuminates a 60-foot radius for a number of rounds equal to the points of damage you successfully resisted, or merely dissipate the energy without giving off a visual display.

The energy resistance provided by this power increases to 20 points at 9th manifester level and to a maximum of 30 points at 13th level. The power protects your equipment as well.

The resistance provided by this power does not stack with other forms of energy resistance.

This power's subtype is the same as the type of damage it protects against.

Augment: If you spend 4 additional power points, you can manifest this power as an immediate action.

Energy Adaptation, Specified

Psychometabolism [see text]
Level: Psion/wilder 2, psychic warrior 2
Power Points: 3

As *energy adaptation*, except you must choose one type of energy to which you gain resistance when this power is manifested.

This power's subtype is the same as the type of damage it protects against.

Augment: If you spend 4 additional power points, you can manifest this power as an immediate action.

Energy Ball

Psychokinesis [see text]
Level: Kineticist 4
Display: Auditory
Manifesting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: 20-ft.-radius spread
Duration: Instantaneous
Saving Throw: Reflex half or Fortitude half; see text
Power Resistance: Yes
Power Points: 7

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You create an explosion of energy of the chosen type that deals 7d6 points of damage to every creature or object within the area. The explosion creates almost no pressure.

Cold: A ball of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold ball* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a ball of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A ball of this energy type deals +1 point of damage per die.

Sonic: A ball of this energy type deals –1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.

Energy Bolt

Psychokinesis [see text]
Level: Psion/wilder 3
Display: Auditory
Manifesting Time: 1 standard action
Range: 120 ft.
Area: 120-ft. line
Duration: Instantaneous

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Energy ball

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Saving Throw: Reflex half or Fortitude half; see text
Power Resistance: Yes
Power Points: 5

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You release a powerful stroke of energy of the chosen type that deals 5d6 points of damage to every creature or object within the area. The beam begins at your fingertips.

Cold: A bolt of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold bolt* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a bolt of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A bolt of this energy type deals +1 point of damage per die.

Sonic: A bolt of this energy type deals –1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.

Energy Burst

Psychokinesis [see text]
Level: Psion/wilder 3
Display: Auditory
Manifesting Time: 1 standard action
Range: 40 ft.
Area: 40-ft-radius burst centered on you
Duration: Instantaneous
Saving Throw: Reflex half or Fortitude half; see text
Power Resistance: Yes
Power Points: 5

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You create an explosion of unstable ectoplasmic energy of the chosen type that deals 5d6 points of damage to every creature or object within the area. The explosion creates almost no pressure. Since this power extends outward from you, you are not affected by the damage.

Cold: A burst of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold burst* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a burst of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A burst of this energy type deals +1 point of damage per die.

Sonic: A burst of this energy type deals –1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.

Energy Cone

Psychokinesis [see text]
Level: Kineticist 3
Display: Auditory
Manifesting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped spread
Duration: Instantaneous
Saving Throw: Reflex half or Fortitude half; see text
Power Resistance: Yes
Power Points: 5

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You create a cone of energy of the chosen type, extending outward from your hand, that deals 5d6 points of damage to every creature or object within the area.

Cold: A cone of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold cone* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a cone of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A cone of this energy type deals +1 point of damage per die.

Sonic: A cone of this energy type deals –1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.

Energy Conversion

Psychometabolism [see text]
Level: Psion/wilder 7
Display: Mental
Manifesting Time: 1 standard action
Range: Personal and close (25 ft. + 5 ft./2 levels); see text
Effect: Ray; see text
Duration: 10 min./level
Saving Throw: None
Power Resistance: Yes
Power Points: 13

As *energy adaptation*, except that instead of radiating away energy as light, you store up the energy and can later discharge it as a ray. To discharge a ray requires a standard action. You can choose to fire any number of rays during the power's duration. The ray you fire must be of one of the energy types you have stored (if you have stored more than one type, you can choose what kind of energy to use for each ray). If a ray successfully strikes its target (requiring a ranged touch attack), the target takes damage equal to the amount of energy damage of that type you have stored, up to a maximum of three times your manifester level. As long as this power remains in effect, you can continue to absorb energy damage and fire additional rays using the stored damage.

This power's subtype is the same as the type of energy you discharge in a ray; thus, its subtype can change during the course of the power's duration.

Energy Current

Psychokinesis [see text]
Level: Kineticist 5
Display: Visual; see text
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: Any two creatures no more than 15 ft. apart
Duration: Concentration, up to 1 round/level

Saving Throw: Reflex half or Fortitude half; see text
Power Resistance: Yes
Power Points: 9

Upon manifesting this power, you choose cold, electricity, fire, or sonic. Your body's psionically fueled bioenergetic currents produce an arc of energy of the chosen type that targets a creature you designate as the primary foe for 9d6 points of damage in every round when the power remains in effect.

Energy also arcs off the primary foe to strike one additional foe that is initially within 15 feet of the primary foe, or that subsequently moves within 15 feet of the primary foe while the duration lasts. Secondary foes take half the damage that the primary foe takes in every round while the duration lasts.

Should either the primary or secondary foe fall to less than 0 hit points (or should a target completely evade the effect with a special ability or power), the *energy current*'s arc randomly retargets another primary and/or secondary foe while the duration lasts. Targeted foes can move normally, possibly moving out of range of the effect, but each round they are targeted and remain in range they must make a saving throw to avoid taking full damage in that round.

Concentrating to maintain *energy current* is a full-round action. If you take damage while maintaining *energy current*, you must make a successful Concentration check (DC 10 + damage dealt) to avoid losing your concentration on the power.

Cold: A current of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold current* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a current of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A current of this energy type deals +1 point of damage per die.

Sonic: A current of this energy type deals –1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: You can augment this power in one or both of the following ways.

1. For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.

2. For every 4 additional power points you spend, this power can affect an additional secondary target. Any additional secondary target cannot be more than 15 feet from another target of the power.

Energy Missile

Psychokinesis [see text]
Level: Kineticist 2
Display: Auditory
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Targets: Up to five creatures or objects; no two targets can be more than 15 ft. apart.
Duration: Instantaneous
Saving Throw: Reflex half or Fortitude half; see text
Power Resistance: Yes
Power Points: 3

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You release a powerful missile of energy of the chosen type at your foe. The missile deals 3d6 points of damage to each creature or object you target, to the maximum of five targets. You cannot hit the same target multiple times with the same manifestation of this power.

Cold: A missile of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold missile* is a Fortitude save instead of a Reflex save.

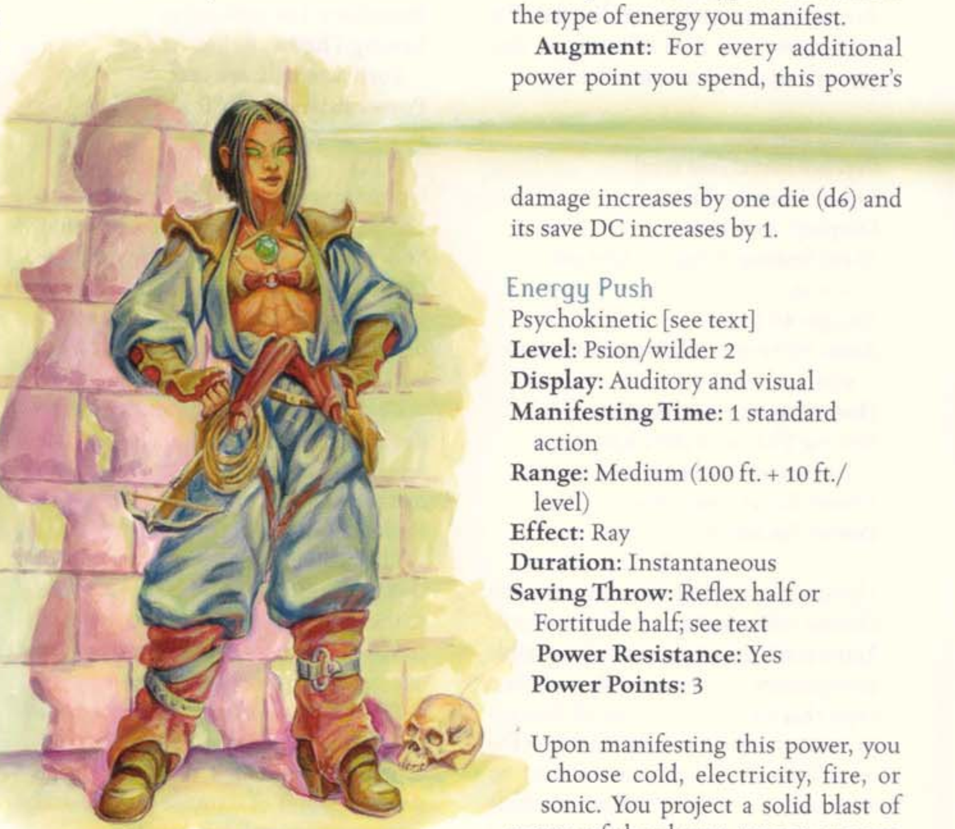
Electricity: Manifesting a missile of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A missile of this energy type deals +1 point of damage per die.

Sonic: A missile of this energy type deals –1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6) and its save DC increases by 1.



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Energy Push

Psychokinetic [see text]
Level: Psion/wilder 2
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Ray
Duration: Instantaneous
Saving Throw: Reflex half or Fortitude half; see text
Power Resistance: Yes
Power Points: 3

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You project a solid blast of energy of the chosen type at a target, dealing it 2d6 points of damage.

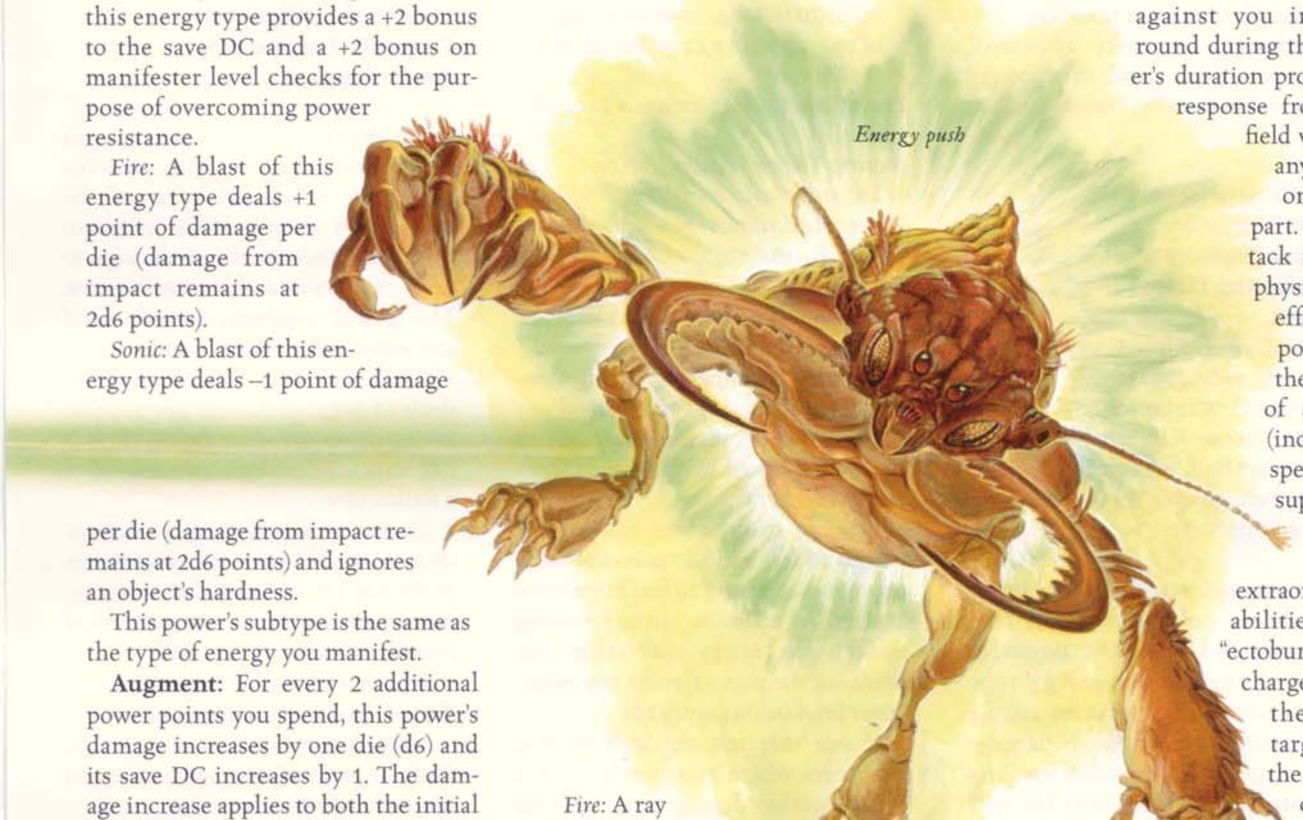
In addition, if a subject of up to one size category larger than you fails a Strength check (DC equal to the save DC of this power), the driving force of the energy blast pushes it back 5 feet plus another 5 feet for every 5 points of damage it takes. If a wall or other solid object prevents the subject from being pushed back, the subject instead slams into the object and takes an extra 2d6 points of damage from the impact (no save). The movement caused by *energy push* does not provoke attacks of opportunity.

Cold: A blast of this energy type deals +1 point of damage per die (damage from impact remains at 2d6 points). The saving throw to reduce damage from a *cold push* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a blast of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A blast of this energy type deals +1 point of damage per die (damage from impact remains at 2d6 points).

Sonic: A blast of this energy type deals –1 point of damage per die (damage from impact remains at 2d6 points) and ignores an object's hardness.



Energy push

This power's subtype is the same as the type of energy you manifest.

Augment: For every 2 additional power points you spend, this power's damage increases by one die (d6) and its save DC increases by 1. The damage increase applies to both the initial blast and any damage from impact with an object.

Energy Ray

Psychokinesis [see text]
Level: Psion/wilder 1
Display: Auditory
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: None
Power Resistance: Yes
Power Points: 1

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You create a ray of energy of the chosen type that shoots forth from your fingertip and strikes a target within range, dealing 1d6 points of damage, if you succeed on a ranged touch attack with the ray.

Cold: A ray of this energy type deals +1 point of damage per die.

Electricity: Manifesting a ray of this energy type provides a +3 bonus on your attack roll if the target is wearing metal armor and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A ray of this energy type deals +1 point of damage per die.

Sonic: A ray of this energy type deals –1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6).

Energy Retort

Psychokinesis [see text]
Level: Psion/wilder 3
Display: Visual
Manifesting Time: 1 standard action
Range: Personal and close (25 ft. + 5 ft./2 levels); see text
Targets: You and creature or object attacking you; see text
Duration: 1 min./level
Saving Throw: Reflex half or Fortitude half; see text
Power Resistance: Yes
Power Points: 5

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You weave a field of potential energy of the chosen type around your body. The first successful attack made against you in each round during the power's duration prompts a response from the field without any effort on your part. The attack may be physical, the effect of a power, or the effect of a spell (including spell-like, supernatural, and extraordinary abilities). An "ectoburst" discharges from the field, targeting the source of the attack and dealing 4d6 points of damage of the chosen energy type. To be affected, a target must be within close range, you must have line of sight and line of effect to it, and you must be able to identify the source of the attack. (For instance, if the attack comes from a foe that is hiding or invisible, you might not be able to identify the source; if you can't, the attacker isn't targeted by the ectoburst.) The ectoburst is a ranged touch attack made using your base attack bonus plus your key ability modifier for your manifesting class.

Cold: A field of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold retort* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a field of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A field of this energy type deals +1 point of damage per die.

Sonic: A field of this energy type deals –1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's duration increases by 1 minute.

Energy Stun

Psychokinesis [see text]
Level: Psion/wilder 2
Display: Auditory
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 5-ft.-radius burst
Duration: Instantaneous
Saving Throw: Reflex half or Fortitude half; see text
Power Resistance: Yes
Power Points: 3

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You release a powerful stroke of the chosen energy type that encircles all creatures in the area, dealing 1d6 points of damage to each of them. In addition, any creature that fails its save for half damage must succeed on a Will save or be stunned for 1 round.

Cold: A stroke of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold stun* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a stroke of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A stroke of this energy type deals +1 point of damage per die.

Sonic: A stroke of this energy type deals –1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6) and its save DC increases by 1.

Energy Wall

Metacreativity (Creation) [see text]
Level: Psion/wilder 3
Display: Auditory
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: An opaque sheet of energy up to 20 ft. long/level or a ring of energy with a radius of up to 5 ft./2 levels
Duration: Concentration + 1 round/level
Saving Throw: Reflex half or Fortitude half; see text
Power Resistance: No
Power Points: 5

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You create an immobile sheet of energy of the chosen type formed out of unstable ectoplasm. One side of the wall, selected by you, sends forth waves of energy, dealing 2d6 points of damage to creatures and objects within 10 feet and 1d6 points of damage to those beyond 10 feet but within 20 feet. In addition, anyone passing though the *energy wall* takes 2d6 points of damage +1 point per manifester level (maximum +20).

If you manifest the wall so that it appears where creatures are, each creature takes damage as if passing through the wall.

If you manifest this power in the form of a ring of energy, you choose whether the waves of energy radiate inward or outward from the ring.

Cold: A sheet of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold wall* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a sheet of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A sheet of this energy type deals +1 point of damage per die.

Sonic: A sheet of this energy type deals –1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Energy Wave

Psychokinesis [see text]
Level: Psion/wilder 7
Display: Auditory
Manifesting Time: 1 standard action
Range: 120 ft.
Area: Cone-shaped spread
Duration: Instantaneous
Saving Throw: Reflex half or Fortitude half; see text
Power Resistance: Yes
Power Points: 13

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You create a flood of energy of the chosen type out of unstable ectoplasm that deals 13d6 points of damage to each creature and object in the area. This power originates at your hand and extends outward in a cone.

Cold: A wave of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold wave* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a wave of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A wave of this energy type deals +1 point of damage per die.

Sonic: A wave of this energy type deals –1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.

Entangling Ectoplasm

Metacreativity (Creation)
Level: Psion/wilder 1
Display: Material and visual

Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One Medium or smaller creature
Duration: 5 rounds
Saving Throw: None
Power Resistance: No
Power Points: 1

You draw forth a glob of ectoplasmic goo from the Astral Plane and immediately throw it as a ranged touch attack at any creature in range. On a successful hit, the subject is covered in goo and becomes entangled. The goo evaporates at the end of the power's duration.

Augment: For every 2 additional power points you spend, this power can affect a target one size category larger.

Eradicate Invisibility

Psychokinesis
Level: Psion/wilder 3
Display: Visual
Manifesting Time: 1 standard action
Range: 50 ft.
Targets: You and all invisible creatures and objects in a 50-ft.-radius burst centered on you
Duration: Instantaneous
Saving Throw: Reflex negates
Power Resistance: No
Power Points: 5

You radiate a psychokinetic burst that disrupts and negates all types of invisibility (though this power can't negate the effect of *cloud mind*). Any creature that fails its save to avoid the effect loses its invisibility.

Creatures that are naturally invisible, such as an invisible stalker, are revealed as a dim outline for 1 round (until the beginning of your next turn) and do not have total concealment during this period.

Augment: For every additional power point you spend, this power's range and the radius of the burst in which it functions both increase by 5 feet.

Escape Detection

Clairsentience
Level: Psychic warrior 3, seer 3
Display: None
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level
Power Points: 5

You (plus all your gear and any objects you carry) become difficult to detect by clairsentience powers such as *clairvoyant sense*, *remote viewing*, and *psionic true seeing*. If a clairsentience power or similar effect is attempted against you, the manifester of the power must succeed on a manifester level check (1d20 + manifester level, or caster level if the opponent is not a manifester) against a DC of 13 + your manifester level (maximum +10).

Ethereal Jaunt, Psionic

Psychoportation
Level: Nomad 7
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)
Power Points: 13

As *ethereal jaunt* (page 227 of the *Player's Handbook*), except as noted here.

Etherealness, Psionic

Psychoportation
Level: Psion/wilder 9
Manifesting Time: 1 standard action
Range: Touch
Targets: You and one other touched willing creature/three levels; all targets must be joined by linked hands
Duration: 1 min./level (D)
Saving Throw: None
Power Resistance: Yes (harmless)
Power Points: 17

As *etherealness* (page 228 of the *Player's Handbook*), except as noted here.

Evade Burst

Psychometabolism
Level: Psion/wilder 7, psychic warrior 3
Display: Material
Manifesting Time: 1 immediate action
Range: Personal
Target: You
Duration: Instantaneous
Power Points: Psion/wilder 13, psychic warrior 5

You throw off a faux ectoplasmic shell, allowing you to slide out of range of a damaging effect. When you manifest this power in conjunction with making a successful Reflex save against an attack that normally deals half damage on a successful save (such as *firefall*), you instead take no damage.

You can manifest this power with an instant thought, quickly enough to save yourself if you unexpectedly come within range of a dangerous effect. Manifesting this power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You can even manifest this power when it isn't your turn.

Augment: If you spend 4 additional power points, you take only half damage on a failed Reflex save.

Exhalation of the Black Dragon

Psychometabolism [Acid]
Level: Psychic warrior 3
Display: Visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: None
Power Resistance: Yes
Power Points: 5

You spit forth vitriolic acid, originating from your mouth, at your target. If you succeed on a ranged touch attack, the target takes 3d6 points of acid damage.

Augment: For every 2 additional power points you spend, this power's damage increases by 1d6 points.

Expansion

Psychometabolism
Level: Psychic warrior 1
Display: Olfactory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)
Power Points: 1

This power causes instant growth, doubling your height, length, and width and multiplying your weight by 8. This increase changes your size category to the next larger one. You gain a +2 size bonus to Strength, a –2 size penalty to Dexterity (to a minimum effective Dexterity score of 1), a –1 size penalty on attack rolls, and a –1 size penalty to Armor Class due to your increased size.

If your new size is Large or larger, you have a space of at least 10 feet and a natural reach of at least 10 feet (see Table 7–1, page 314 of the *Monster Manual*). This power doesn't change your speed. If insufficient room is available for the desired growth, you attain the maximum possible size and can make a Strength check (using your increased Strength score) to burst any enclosures in the process. If you fail, you are constrained without harm by the materials enclosing you—you cannot crush yourself to death by increasing your size.

All your equipment, worn or carried, is similarly expanded by this power. Melee and projectile weapons deal more damage (see Table 2–2, page 28 of the *Dungeon Master's Guide*). Other psionic or magical properties are not affected by this power. Any affected item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them). Multiple effects that increase size do not stack, which means (among other things) that you can't use a second manifestation of this power to further expand yourself.

Augment: You can augment this power in one or more of the following ways.

1. If you spend 6 additional power points, this power increases your size by two size categories instead of one. You gain a +4 size bonus to Strength, a –4 size penalty to Dexterity (to a minimum effective Dexterity score of 1), a –2 size penalty on attack rolls, and a –2 size penalty to Armor Class due to your increased size.

2. If you spend 6 additional power points, you can manifest this power as a swift action instead of a standard action.

3. If you spend 2 additional power points, this power's duration is 1 minute per level rather than 1 round per level.

Fabricate, Psionic

Metacreativity (Creation)
Level: Shaper 4
Display: Material
Manifesting Time: See spell text
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to 10 cu. ft./level; see spell text
Duration: Instantaneous
Saving Throw: None
Power Resistance: No
Power Points: 7

As *fabricate* (page 229 of the *Player's Handbook*), except as noted here.

Fabricate, Greater Psionic

Metacreativity (Creation)
Level: Shaper 6
Target: Up to 100 cu. ft./level
Power Points: 11

As *psionic fabricate*, except ten times as much material is affected by the power.

False Sensory Input

Telepathy [Mind-Affecting]
Level: Telepath 3
Display: Mental
Manifesting Time: 1 round
Range: Long (400 ft. + 40 ft./level)
Target: One creature
Duration: Concentration, up to 1 min./level (D)
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 5

You have a limited ability to falsify one of the subject's senses. The subject thinks she sees, hears, smells, tastes, or feels something other than what her senses actually report. You can't create a sensation where none exists, nor make the subject completely oblivious to a sensation, but you can replace the specifics of one sensation with different specifics. For instance, you could make a human look like a dwarf (or one human look like another specific human), a closed door look like it is open, a vat of acid smell like rose water, a parrot look like a bookend, stale rations taste like fresh fruit, a light pat feel like a dagger thrust, a scream sound like the howling wind, and so on.

You can switch between senses you falsify round by round. You can't alter the size of an object by more than 50% by using this power. Thus, you couldn't make a castle look like a hovel, but you could make it look like a different castle, or a rough hillock of approximately the same size. If this power is used to distract an enemy manifester who is attempting to use his powers, the enemy must make a Concentration check as if being grappling or pinned.

Because you override a victim's senses, you can fool a victim who is using *true seeing* or some other method of gathering information, assuming you know that the victim is actively using such an effect and you can maintain concentration.

Augment: For every 2 additional power points you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

Far Hand

Psychokinesis
Level: Psion/wilder 1
Display: Visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: A nonmagical, unattended object weighing up to 5 lb.
Duration: Concentration, up to 1 min.
Saving Throw: None
Power Resistance: No
Power Points: 1

You can mentally lift and move an object at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the power ends if the distance between you and the object exceeds the power's range.

Augment: You can augment this power in one or both of the following ways.

1. For every 2 additional power points you spend, this power's range increases by 5 feet.

2. For every additional power point you spend, the weight limit of the target increases by 2 pounds.

Fate Link

Clairsentience
Level: Seer 3
Display: Olfactory
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: Any two living creatures that are initially no more than 30 ft. apart.
Duration: 10 min./level
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 5

You temporarily link the fates of any two creatures, if both fail their saving throws. If either linked creature experiences pain, both feel it. When one loses hit points, the other loses the same amount. If one takes nonlethal damage, so does the other. If one creature is subjected to an effect to which it is immune (such as a type of energy damage), the linked creature is not subjected to it either. If one dies, the other must immediately succeed on a Fortitude save against this power's save DC or gain two negative levels. No other effects are transferred by the *fate link*.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Fate of One

Clairsentience
Level: Seer 7
Display: Mental and visual
Manifesting Time: 1 immediate action
Range: Personal
Target: You
Duration: Instantaneous
Power Points: 13

Your limited omniscience allows you to reroll a saving throw, attack roll, or skill check. Whatever the result of the reroll, you must use it even if it is worse than the original roll.

You can manifest this power instantly, quickly enough to gain its benefits in an emergency. Manifesting this power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. If you use the power to reroll a saving throw, you can manifest this power even when it is not your turn.

Feat Leech

Clairsentience
Level: Psion/wilder 2, psychic warrior 2
Display: Mental and visual
Manifesting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level
Saving Throw: Will negates; see text
Power Resistance: Yes
Power Points: 3

You can use another's psionic or metapsionic feats for yourself. You make a melee touch attack against a target. If successful, you immediately are familiar with the target's psionic and metapsionic feats, if any, and you can choose a number of these feats to "leech" equal to your Wisdom modifier (minimum one).

While the power lasts, you are treated as if you possessed the stolen feats, despite the fact that you have more feats than normally allowed. During this same period, the target can make no use of the stolen feats. When the power's duration expires, you lose access to the feats, and the target gains immediate use of them. This transfer occurs regardless of the distance between you and the target. If the duration of *feat leech* is extended by the use of a metapsionic feat, the target gains a Will saving throw every 10 minutes beyond the normal duration. If this save succeeds, the power's duration ends. If the target is killed before the duration expires, you immediately lose the benefit of the stolen feats.

You cannot steal a feat for which you do not meet the prerequisites, if any. However, you can use a stolen feat as the prerequisite for another stolen feat.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Fiery Discorporation

Psychokinesis [Fire]
Level: Kineticist 5
Display: Visual
Manifesting Time: 1 immediate action
Range: Personal
Target: You
Duration: Instantaneous and up to one day; see text
Power Points: 9

You use your mastery of energy to cheat death. If you are within 30 feet of an open flame, you can use this power. Any damage that would reduce you to 0 hit points or lower instead has a chance to discorporate you. You attempt a Will save (DC 5 + damage dealt); if it succeeds, you simply break apart into dozens of flitting tongues of flame and vanish, along with all your gear and anything you are holding or carrying. One day later, you reappear adjacent to an open flame nearest to the place where you discorporated, seeming to materialize from the fire (you choose where you appear along the perimeter of that open flame). While discorporated, you do not exist—you can do nothing, nor can any of your enemies do anything to you.

Augment: For every 3 additional power points you spend, you gain a +1 bonus on your Will save to determine whether you discorporate.

Fission

Psychometabolism
Level: Egoist 7
Display: Olfactory
Manifesting Time: 1 standard action
Range: Personal
Effect: Duplicate of yourself
Duration: 1 round/level (D)
Power Points: 13

You can divide yourself, creating a duplicate that comes into existence 5 feet away. Your duplicate thinks and acts exactly as you do and follows your orders, although it will not do anything you wouldn't do yourself. Your duplicate has all your abilities but none of your psionic or magical equipment (it does possess a duplicate of all your mundane equipment, clothing, armor, and implements, as well as mundane versions of any psionic or magical equipment you have). You and your duplicate evenly split your power points, your remaining usages of pertinent special abilities for the day, and so on. You retain your psionic focus, if you maintain such when this power is manifested. Treat your duplicate as yourself with two negative levels for the purpose of determining the powers to which the duplicate has access (while the duration of this power lasts, those negative levels cannot be removed by any means). Your duplicate has all other physical traits you had at the time you manifest this power. Powers, spells, or other effects affecting you when you manifest this power do not transfer to your duplicate.

When the duration expires or when you dismiss the power, you and your duplicate rejoin, no matter how far from each other you are. You gain back any power points the duplicate has not spent. At the time of rejoining, you take half of the damage your duplicate has taken since this power was manifested. This damage could potentially leave you with negative hit points, but it can't reduce your hit points to less than –9.

If your duplicate dies before the duration expires, no rejoining occurs, and you gain one negative level. If you die, your duplicate remains in existence, and is for all intents you, but with two negative levels. (Once the duration expires, one of the negative levels immediately converts to one lost level; the other negative level can be removed by standard means.)

You can have only one *fissioned* duplicate in existence at one time; your duplicate cannot use this power. You cannot use *fusion* or *metaconcert* with a duplicate, or share any other power or effect that pools abilities (the sum of you and you is still just you). Similarly, attempting to use powers such as *claws of the vampire* or *vampiric blade* to hurt your duplicate only damages your duplicate; these powers do not heal you. *Empathic transfer* and similar powers are likewise ineffective (transferring wounds to yourself isn't a good healing strategy).

All powers affecting a *fissioned* creature, either the original or the duplicate, end when the *fission* ends. All damage, including hit point damage, ability damage, ability drain, and ability burn damage, is added together.

Float

Psychoportation
Level: Psion/wilder 1, psychic warrior 1
Display: Auditory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)
Power Points: 1

You mentally support yourself in water or similar liquid. You can swim at a speed of 10 feet using the power alone, or use it to boost your swim speed by 10 feet.

Fly, Psionic

Psychoportation
Level: Nomad 4
Display: Auditory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)
Power Points: 7

As *fly* (page 232 of the *Player's Handbook*), except as noted here.

Force Screen

Psychokinesis [Force]
Level: Psion/wilder 1, psychic warrior 1
Display: Auditory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level
Power Points: 1

You create an invisible mobile disk of force that hovers in front of you. The *force screen* provides a +4 shield bonus to Armor Class (which applies against incorporeal touch attacks, since the *force screen* is a force effect). Since it hovers in front of you, the effect has no armor check penalty associated with it.

Augment: For every 4 additional power points you spend, the shield bonus to Armor Class improves by 1.

Form of Doom

Psychometabolism
Level: Psychic warrior 6
Display: Visual; see text
Manifesting Time: 1 standard action
Range: Personal; see text
Target: You
Duration: 1 round/level (D)
Power Points: 11

You wrench from your subconscious a terrifying visage of deadly hunger and become one with it. You are transformed into a nightmarish version of yourself, complete with an ooze-sleek skin coating, lashing tentacles, and a fright-inducing countenance. You effectively gain a +10 bonus on Disguise checks, though you retain your basic shape and can continue to use your equipment. This power cannot be used to impersonate someone; while horrible, your form is recognizably your own.

You gain the frightful presence extraordinary ability, which takes effect automatically when you charge a foe. Opponents within 30 feet of you that have fewer Hit Dice or levels than you and that witness your charge become shaken for 5d6 rounds if they fail a Will save (DC 16 + your Cha modifier). An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Your horrific form grants you a natural armor bonus of +5, damage reduction 5/–, and a +4 bonus to your Strength score. In addition, you gain +10 feet to your land speed as well as a +10 bonus on Climb and Jump checks.

A nest of violently flailing black tentacles sprout from your hair and back. You can make up to four additional attacks with these tentacles in addition to your regular melee attacks in each round that you take a full attack action. You can make tentacle attacks within the space you normally threaten. If you make your tentacle attacks in addition to you regular melee attacks, each tentacle attacks at your highest base attack bonus with a –5 penalty. If you forgo all your other attacks, making only tentacle attacks, you make your tentacle attacks at your highest base attack bonus with no penalty. These tentacles deal 2d8 points of damage plus one-half your Strength bonus on each successful strike.

This power functions only while you inhabit your base form (for instance, you can't be metamorphed or polymorphed into another form, though you can use *breath of the black dragon, claws of the beast*, and *bite of the wolf* in conjunction with this power for your regular attacks), and while your mind resides within your own body.

Augment: For every additional power point you spend, this power's duration increases by 2 rounds.

Freedom of Movement, Psionic

Psychoportation
Level: Psion/wilder 4, psychic warrior 4
Display: Auditory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level
Power Points: 7

As *freedom of movement* (page 233 of the *Player's Handbook*), except as noted here.

Fuse Flesh

Psychometabolism
Level: Psion/wilder 6
Display: Visual
Manifesting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round/level
Saving Throw: Fortitude negates and Fortitude partial; see text
Power Resistance: Yes
Power Points: 11

You cause the touched subject's flesh to ripple, grow together, and fuse into a nearly seamless whole. The subject is forced into a fetal position (if humanoid), with only the vaguest outline of its folded arms and legs visible below the all-encompassing wave of flesh. The subject retains the ability to breathe, eat, and excrete, but may lose the use of its senses (see below). If the sudden transformation would prove fatal to the creature (such as fusing a swimming air-breathing subject, or a flying subject), the subject gets a +4 bonus on the save. Unless it loses the use of its senses (see below), the creature can still perform purely mental actions, such as manifesting powers.

If the target fails its Fortitude save to avoid the power's effect, the subject must immediately attempt a second Fortitude save. If this second save is failed, the creature's eyes and ears fuse over, effectively blinding and deafening it. Moreover, it loses its extraordinary, supernatural, and spell-like abilities, as well as its ability to manifest powers (if any), and is generally in sorry shape.

Incorporeal or gaseous creatures and creatures not composed of flesh are immune to *fuse flesh*, and a shapechanger (such as a lycanthrope or a doppelganger) can revert to its unfused form as a standard action.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Fusion

Psychometabolism
Level: Egoist 8
Display: Auditory, material, and visual
Manifesting Time: 1 round
Range: Touch
Targets: You and one touched willing creature of your type and your size or smaller
Duration: 1 min./level (D)
Power Points: 15, XP

You and another willing, corporeal, living creature of the same or smaller size fuse into one being. As the manifester, you control the actions of the fused being. However, you can give up this control to the other creature. Once you give up control, you cannot regain it unless the other creature relinquishes it.

The fused being has your current hit points plus the other creature's current hit points. The fused being knows all the powers you and the other creature know, has the sum of your and the other creature's power points, and knows or has prepared any spells you or the other creature possesses (if any). Likewise, all feats, racial abilities, and class features are pooled (if both creatures have the same ability, the fused being gains it only once). For each of the six ability scores, the fused being's score is the higher of yours and the other creature's, and the fused being also has the higher Hit Dice or manifester level—this effectively means the fused being uses the better saving throws, attack bonus, and skill modifiers of either member, and it manifests powers at the higher of the manifester levels that you or the other creature possessed before becoming fused.

You decide what equipment is absorbed into the fused being and what equipment remains available for use. These fused items are restored once the power ends.

When the power ends, the fused being separates. The other creature appears in an area adjacent to you that you determine. If separation occurs in a cramped space, the other creature is expelled through the Astral Plane, finally coming to rest materially in the nearest empty space and taking 1d6 points of damage for each 10 feet of solid material passed through.

Damage taken by the fused being is split evenly between you and the other creature when the power ends. You do not leave the *fusion* with more hit points than you entered it with, unless you were damaged prior to the *fusion* and the fused being was subsequently healed. In a like manner, the fused being's remaining power points are split between you and the other creature (you can leave with more points than you entered with, as long as you don't exceed the maximum power points for your level and ability score). Ability damage and negative levels are also split between you and the other creature. (If an odd number of negative levels or ability score reductions must be split, you decide whether you or the other creature receives the additional loss.)

If a fused being is killed, it separates into its constituent creatures, both of which are also dead. You cannot use *fission* on a fused being.

XP Cost: 50 XP.

Genesis

Metacreativity (Creation)
Level: Shaper 9
Display: Material
Manifesting Time: One week (8 hours/day)

Range: 180 ft.; see text
Effect: A demiplane coterminous with the Astral Plane, centered on your location
Duration: Instantaneous
Saving Throw: None
Power Resistance: No
Power Points: 17, XP

You create a finite plane with limited access: a demiplane. Demiplanes created by this power are very small, very minor planes.

This power works best when manifested while you are on the Astral Plane (various powers allow access to these planes, including *astral caravan* and *plane shift*). Manifestation of this power creates a local density fluctuation that precipitates the creation of a demiplane. At first, the fledgling plane grows in radius at a rate of 1 foot per day to an initial maximum radius of 180 feet as it rapidly draws substance from the surrounding astral ectoplasm. Once the new demiplane reaches its maximum size, it doesn't really stop growing, but its growth rate decreases to only 1 foot per week (approximately a 50-foot increase in radius per year). Once your demiplane is created, you can travel to it using *astral caravan*, *plane shift*, or some other power or permanent link that you arrange for separately.

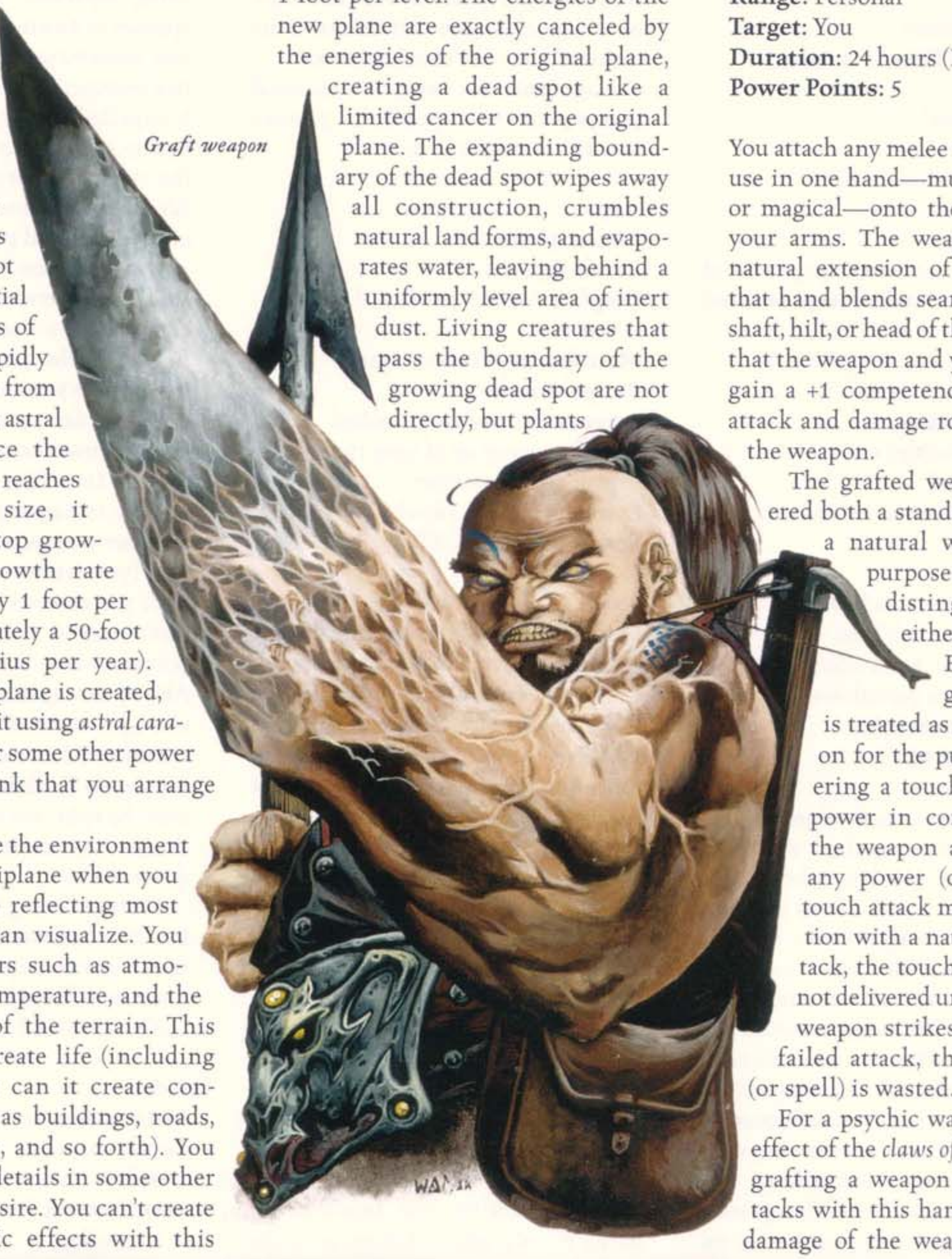
You determine the environment within the demiplane when you manifest *genesis*, reflecting most any desire you can visualize. You determine factors such as atmosphere, water, temperature, and the general shape of the terrain. This power cannot create life (including vegetation), nor can it create construction (such as buildings, roads, wells, dungeons, and so forth). You must add these details in some other fashion if you desire. You can't create lingering psionic effects with this power; you have to add those separately, if desired. Similarly, you can't create a demiplane out of esoteric material, such as silver or uranium; you're limited to stone and dirt. You can't manipulate the time trait on your demiplane; its time trait is as the Material Plane.

Once your demiplane reaches 180 feet in radius, you can manifest this power again to gradually add another 180 feet of radius to it, and so on.

Antigenesis: If *genesis* is manifested on the Material Plane, the power takes effect and the demiplane begins to grow at the rate noted above, but it gets no larger than a radius of 1 foot per level. The energies of the new plane are exactly canceled by the energies of the original plane, creating a dead spot like a limited cancer on the original plane. The expanding boundary of the dead spot wipes away all construction, crumbles natural land forms, and evaporates water, leaving behind a uniformly level area of inert dust. Living creatures that pass the boundary of the growing dead spot are not directly, but plants can find no sustenance in the dust of the dead spot, water-breathing creatures die quickly when water turns to dust, and mobile animals know enough to leave the area alone.

Once the wave of change passes, no special essence remains in the dead spot, and it may be colonized naturally over the course of several years by bacteria, plants, and animals.

XP Cost: 1,000 XP.



Graft weapon

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Graft Weapon

Psychometabolism
Level: Psychic warrior 3
Display: Olfactory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 24 hours (D)
Power Points: 5

You attach any melee weapon you can use in one hand—mundane, psionic, or magical—onto the end of one of your arms. The weapon becomes a natural extension of your arm, and that hand blends seamlessly into the shaft, hilt, or head of the weapon. Now that the weapon and you are one, you gain a +1 competence bonus on all attack and damage rolls while using the weapon.

The grafted weapon is considered both a standard weapon and a natural weapon for the purpose of effects that distinguish between either weapon type. For instance, the grafted weapon is treated as a natural weapon for the purpose of delivering a touch attack with a power in conjunction with the weapon attack. As with any power (or spell) melee touch attack made in conjunction with a natural weapon attack, the touch attack effect is not delivered unless the natural weapon strikes normally; on a failed attack, the touch power (or spell) is wasted.

For a psychic warrior under the effect of the *claws of the beast* power, grafting a weapon means that attacks with this hand deal the base damage of the weapon, instead of the claw upon which a psychic warrior normally relies.

While your hand is grafted to a weapon, you lose the use of that hand and take a –2 penalty on all skill checks requiring the use of hands. Powers that temporarily polymorph or metamorph you can ignore the grafted weapon or alter it normally, at your discretion. If the weapon takes damage, you take damage as well. If you are healed, so is your grafted weapon. If your weapon is destroyed, you permanently lose 2 points of Constitution; the ability drain persists until you can restore your natural anatomy (by means of *regenerate* or a similar effect).

When this power's duration expires, the grafted weapon falls to the ground and your hand returns.

Grease, Psionic

Metacreativity (Creation)
Level: Psion/wilder 1
Display: Visual and olfactory
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target or Area: One object or a 10-ft. square
Duration: 1 round/level (D)
Saving Throw: See spell text
Power Resistance: No
Power Points: 1

As *grease* (page 237 of the *Player's Handbook*), except as noted here. Sometimes this power is referred to as *ectoplasmic sheen*.

Grip of Iron

Psychometabolism
Level: Psychic warrior 1
Display: Visual
Manifesting Time: 1 immediate action
Range: Personal
Target: You
Duration: 1 round/level
Power Points: 1

You can improve your chances in a grapple as an immediate action, gaining a +4 enhancement bonus on your grapple checks.

You can manifest this power with an instant thought, quickly enough to gain the benefit of the power in the current round. Manifesting this power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You can manifest this power when it isn't your turn (if you are grappled).

Augment: For every 4 additional power points you spend, the enhancement bonus on your grapple checks increases by 2.

Hail of Crystals

Metacreativity (Creation)
Level: Shaper 5
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 20-ft.-radius burst
Duration: Instantaneous
Saving Throw: Reflex half
Power Resistance: No
Power Points: 9

A tiny ectoplasmic crystal emanates from your outstretched hand and rapidly expands to a 2-foot-diameter ball of crystal as it speeds toward the location you designate. You can choose to aim this crystal at a single target or at a specific point in space (a grid intersection).

If you aim the crystal at a single target, you must make a ranged touch attack to strike the target. Any creature or object struck by the ball of crystal takes 5d4 points of bludgeoning damage.

Whether the crystal hits its target, misses, or was aimed at a point in space, it explodes upon arrival at the location you designated. Anyone within 20 feet of the explosion takes 9d4 points of slashing damage from the thousands of crystal shards that spray forth.

Augment: For every additional power point you spend, this power's damage from the explosion of the crystal increases by 1d4 points.

Hammer

Psychometabolism
Level: Psion/wilder 1, psychic warrior 1
Display: Auditory and material
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round
Power Points: 1

This power charges your touch with the force of a sledgehammer. A successful melee touch attack deals 1d8 points of bludgeoning damage. This damage is not increased or decreased by your Strength modifier.

Augment: For every additional power point you spend, this power's duration increases by 1 round.

Hustle

Psychometabolism
Level: Egoist 3, psychic warrior 2
Display: Auditory
Manifesting Time: 1 swift action
Range: Personal
Target: You
Effect: 1 extra move action
Power Points: Egoist 5, psychic warrior 3

You gain an additional move action in the current round. For instance, on your turn you could manifest this power to move into a position that would set up a charge, then take your normal action to charge an opponent. Alternatively, you could manifest this power to move up to a foe, then take a full-round action to make attacks on your foe. Taking a full round's worth of attacks and then using this power to move away from your foe does provoke attacks of opportunity.

You can manifest this power with an instant thought, quickly enough to gain the benefit of the power before you move. Manifesting the power is a swift action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You cannot manifest this power when it isn't your turn.

Hypercognition

Clairsentience
Level: Seer 8
Display: Mental
Manifesting Time: 1 standard action or 1 immediate action; see text
Range: Personal
Target: You
Duration: Instantaneous
Power Points: 15

You make lightning-fast deductions based on only the slightest clue, pattern, or scrap of memory resident in your mind. You can make reasonable statements about a person, place, or object, seemingly from very little knowledge. However, your knowledge is in fact the result of a rigorously logical process that you force your mind to undertake, digging up and correlating every possible piece of knowledge bearing on the topic (possibly even extracting echoes of knowledge from the Astral Plane).

The nature of the knowledge you gain concerning the subject of your analysis is subject to the DM's discretion but might include the answer to a riddle, the way out of a maze, stray bits of information about a person, legends about a place or an object, or even a conclusion concerning a dilemma that your conscious mind is unable to arrive at.

The DM may call for an Intelligence check to obtain the desired information (the DM secretly determines the DC). If so, you can manifest *hypercognition* as an immediate action prior to making the check and receive a +20 bonus for doing so.

Id Insinuation

Telepathy (Compulsion) [Mind-Affecting]
Level: Psion/wilder 2
Display: Auditory
Manifesting Time: 1 standard action
Range: Close (25 ft. +5 ft./2 levels)
Target: One creature
Duration: Concentration + 1 round
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 3

As *confusion* (page 212 of the *Player's Handbook*), except as noted here.

Swift tendrils of thought disrupt the unconscious mind of any one creature, sapping its might. As long as the manifester remains concentrating fully on this power, the subject is *confused*, making it unable to independently determine it will do. Roll on the following table at the beginning of each of the subject's turns to see what the subject does in that round.

d%	Behavior
01–10	Attack manifester with melee or ranged weapons (or move toward manifester if attack is not possible).
11–20	Act normally.
21–50	Do nothing but babble incoherently.
51–70	Flee from manifester at top possible speed.
71–100	Attack nearest creature (for this purpose, a psicrystal counts as part of the subject's self).

Augment: For every 2 additional power points you spend, this power's save DC increases by 1, and the power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

Identify, Psionic

Clairsentience
Level: Psion/wilder 2
Display: Material and mental
Manifesting Time: One day
Range: Touch
Target: One touched object
Duration: Instantaneous
Saving Throw: None
Power Resistance: No
Power Points: 3

As *identify* (page 243 of the *Player's Handbook*), except as noted here. This power is used to identify the abilities of psionic items.

Immovability

Psychometabolism
Level: Psychic warrior 4
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: Concentration
Power Points: 7

You are almost impossible to move. Your weight does not vary; instead, you mentally attach yourself to the underlying fabric of the plane. Thus, you could conceivably anchor yourself in midair. Any creature attempting to physically move you must succeed on an opposed Strength check, and you gain a +20 bonus on the check. You can't voluntarily move to a new location unless you stop concentrating, which ends the power.

You cannot apply your Dexterity bonus to Armor Class; however, your anchored body gains damage reduction 15/–.

You cannot make physical attacks or perform any other large-scale movements (you can make small-scale movements, such as breathing, turning your head, moving your eyes, talking, and so on). Powers with the teleportation descriptor, or any telekinetic effect, manifested on you automatically fail.

Augment: If you spend 8 additional power points, you can manifest this power as an immediate action.

Incarnate

Metacreativity
Level: Psion/wilder 5
Display: Material
Manifesting Time: 2 rounds
Range: See text
Target, Effect, or Area: See text
Duration: Permanent; see text
Saving Throw: None
Power Resistance: No
Power Points: 9, XP

This power makes certain other powers permanent. Depending on the power to be affected, you must be of a minimum manifester level and must expend a number of XP.

You can make the following powers permanent only in regard to yourself.

Power	Minimum Manifester Level	XP Cost
Aura sight	15th	2,000 XP
Conceal thoughts	9th	500 XP
Danger sense	13th	1,500 XP
Detect psionics	9th	500 XP
Detect remote viewing	15th	2,000 XP
Detect teleportation	9th	500 XP
Elfsight	11th	1,000 XP
Know direction and location	9th	500 XP
My light	9th	500 XP
Psionic darkvision	13th	1,500 XP
Psionic tongues	11th	1,000 XP
Ubiquitous vision	13th	1,500 XP

You manifest the desired power and then follow it with the *incarnate* manifestation.

Inertial Armor

Psychokinesis
Level: Psion/wilder 1, psychic warrior 1
Display: Visual; see text
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level (D)
Power Points: 1; see text

Your mind generates a tangible field of force that provides a +4 armor bonus to Armor Class. Unlike mundane armor, *inertial armor* entails no armor check penalty or speed reduction. Because *inertial armor* is composed of psychokinetic force, incorporeal creatures can't bypass it the way they do normal armor. Your *inertial armor* can be invisible or can appear as a colored glow, at your option. The armor bonus provided by *inertial armor* does not stack with the armor bonus provided by regular armor.

Augment: For every 2 additional power points you spend, the armor bonus to Armor Class increases by 1.

Inertial Barrier

Psychokinesis
Level: Kineticist 4, psychic warrior 4
Display: Auditory and mental
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level
Power Points: 7

You create a skin-tight psychokinetic barrier around yourself that resists blows, cuts, stabs, and slashes, as well as providing some protection against falling. You gain damage reduction 5/–. *Inertial barrier* also absorbs half the damage you take from any fall.

Inflict Pain

Telepathy [Mind-Affecting]
Level: Psion/wilder 2
Display: Mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Will partial; see text
Power Resistance: Yes
Power Points: 3

You telepathically stab the mind of your foe, causing horrible agony. The subject suffers wracking pain that imposes a –4 penalty on attack rolls, skill checks, and ability checks. If the target makes its save, it takes only a –2 penalty.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1, and the power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

Insanity

Telepathy (Compulsion) [Mind-Affecting]
Level: Psion/wilder 7
Display: Mental
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 13

As *confusion* (page 212 of the *Player's Handbook*), except as noted here.

Creatures affected by this power are permanently *confused* and constantly behave randomly. Roll on the following table at the beginning the subject's turn each round to see what the subject does in that round.

d%	Behavior
01–10	Attack manifester with melee or ranged weapons (or move toward manifester if attack is not possible).
11–20	Act normally.
21–50	Do nothing but babble incoherently.
51–70	Flee from manifester at top possible speed.
71–100	Attack nearest creature (for this purpose, a psicrystal counts as part of the subject's self).

Only *psychic chirurgery, reality revision*, and other similarly extreme measures can restore the subject's sanity.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1, and the power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

Intellect Fortress

Psychokinesis
Level: Psion/wilder 4
Display: Auditory
Manifesting Time: 1 immediate action
Range: 20 ft.
Area: 20-ft.-radius spread centered on you
Duration: 1 round
Saving Throw: None
Power Resistance: Yes
Power Points: 7

You encase yourself and your allies in a shimmering fortress of telekinetic force. All damage from powers and psi-like abilities taken by subjects inside the area of the *intellect fortress*, including ability damage, is halved. This lowering takes place prior to the effects of other powers or abilities that lessen damage, such as damage reduction and evasion.

Powers that are not subject to power resistance are not affected by an *intellect fortress*.

You can manifest this power instantly, quickly enough to gain its benefits in an emergency. Manifesting the power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You can use this power even when it's not your turn.

Augment: For every additional power point you spend, this power's duration increases by 1 round.

Iron Body, Psionic

Metacreativity (Creation)
Level: Psion/wilder 8
Display: Auditory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)
Power Points: 15

As *iron body* (page 245 of the *Player's Handbook*), except as noted here.

Keen Edge, Psionic

Metacreativity
Level: Psion/wilder 3, psychic warrior 3

Display: Visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One weapon or fifty projectiles, all of which must be in contact with each other at the time of manifestation
Duration: 10 min./level
Saving Throw: Will negates (harmless, object)
Power Resistance: Yes (harmless, object)
Power Points: 5

As *keen edge* (page 246 of the *Player's Handbook*), except as noted here.

Knock, Psionic

Psychoportation
Level: Psion/wilder 2
Display: Material
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One door, box, or chest with an area of up to 10 sq. ft./level
Duration: Instantaneous; see spell text
Saving Throw: None
Power Resistance: No
Power Points: 3

As *knock* (page 246 of the *Player's Handbook*), except as noted here.

Know Direction and Location

Clairsentience
Level: Psion/wilder 1
Display: Mental
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: Instantaneous
Power Points: 1

You generally know where you are. This power is useful to characters who end up at unfamiliar destinations after teleporting, using a *gate*, or traveling to or from other planes of existence. The power reveals general information about your location as a feeling or presentiment. The information is usually no more detailed than a summary that locates you according to a prominent local or regional site, such as "approximately 20 miles northwest of Greyhawk City." If no prominent sites are nearby, answers such as "adrift on the Sunless Sea" are also possible, which at least provide some information about location.

Using this power also tells you what direction you are facing.

Using this power prior to making a Knowledge (the planes) check with *astral caravan* grants a +2 bonus on the check.

Leech Field

Psychometabolism
Level: Psion/wilder 5
Display: Visual; see text
Manifesting Time: 1 standard action
Range: Personal; see text
Target: You
Duration: 1 min.
Power Points: 9

You raise a field of potentiality that drains the vitality from powers that you successfully save against. When you succeed on a saving throw to negate the effect of a foe's power on you, and the power is one that *leech field* is effective against (see below), your body erupts in a brief flash of crackling dark energy. You gain 1 power point for every 2 power points your foe spent to manifest the power you just saved against (to a maximum number of points equal to your manifester level). You cannot gain power points that would cause you to exceed your normal daily maximum.

This power is effective against any power that targets a single creature and allows the target a saving throw to negate it, except those that are delivered by a touch attack or a ranged touch attack (including a ray).

Augment: For every 2 additional power points you spend, this power's duration increases by 1 minute.

Levitate, Psionic

Psychoportation
Level: Nomad 2, psion/wilder 2, psychic warrior 2
Display: Olfactory
Manifesting Time: 1 standard action
Range: Personal or close (25 ft. + 5 ft./2 levels)
Target: You or one willing creature or one object (total weight up to 100 lb./level)
Duration: 10 min./level (D)
Saving Throw: None
Power Resistance: Yes (harmless, object)
Power Points: 3

As *levitate* (page 248 of the *Player's Handbook*), except as noted here.

Special: When a psion, wilder, or a psychic warrior manifests this power, the target is the manifester (not a willing creature or an object).

Major Creation, Psionic

Metacreativity (Creation)
Level: Psion/wilder 5
Manifesting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels)
Duration: See spell text
Power Points: 9

As *major creation* (page 252 of the *Player's Handbook*), except as noted here.

Matter Agitation

Psychokinesis
Level: Psion/wilder 1
Display: Auditory and material
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 2 sq. ft. of surface area of an object or creature
Duration: Concentration, up to 1 min./level
Saving Throw: None
Power Resistance: Yes
Power Points: 1

You can excite the structure of a nonpsionic, nonmagical object, heating it to the point of combustion over time. The agitation grows more intense in the second and third rounds after you manifest the power, as described below.

1st Round: Readily flammable material (paper, dry grass, tinder, torches) ignites. Skin reddens (1 point of damage).

2nd Round: Wood smolders and smokes, metal becomes hot to the touch, skin blisters (1d4 points of damage), hair smolders, paint shrivels, water boils.

3rd and Subsequent Rounds: Wood ignites, metal scorches (1d4 points of damage for those holding metallic objects). Skin burns and hair ignites (1d6 points of damage), lead melts.

Matter Manipulation

Metacreativity
Level: Psion/wilder 8
Display: Auditory and mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 1 cu. ft./level of inanimate material
Duration: Instantaneous
Saving Throw: None
Power Resistance: Yes
Power Points: 15, XP

You can weaken or strengthen the substance of an object or structure. You can affect both mundane and magical inanimate material. Weakening an object's substance decreases its hardness and hit points, and strengthening it increases its hardness and hit points. You can increase or decrease an object's hardness by up to 5 from its original hardness (see the tables on page 166 of the *Player's Handbook*). When hardness increases, the object (or portion of an object) gains 3 hit points per inch of thickness for every point of increased hardness. When hardness decreases, the object (or portion of an object) loses 2 hit points per inch of thickness for every point of decreased hardness (to a minimum of 1 hit point per inch of thickness). You can't decrease the hardness of an object that already has hardness 0.

For example, you could increase the hardness of a 1-inch-thick rope from 0 to 5, at the same time giving it a total of 17 hit points. You could reduce the hardness of a stone wall to 3 and its hit points per inch of thickness to 5, making the affected area much more easily breached.

Working Manipulated Metals: An object or portion thereof whose hardness is decreased or increased is permanently changed. Even hardening adamantine to 25 is possible. You can also harden or weaken a preforged weapon, a suit of armor, or some other finished item.

XP Cost: 250 XP for each point by which the object's hardness is altered.

Mental Barrier

Clairsentience
Level: Psion/wilder 3, psychic warrior 3
Display: Auditory
Manifesting Time: 1 immediate action
Range: Personal
Target: You
Duration: 1 round
Power Points: 5

You project a field of improbability around yourself, creating a fleeting protective shell. You gain a +4 deflection bonus to Armor Class.

You can manifest this power instantly, quickly enough to gain its benefits in an emergency. Manifesting the power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You can use this power even when it's not your turn; however, you must manifest it prior to an opponent's attack roll in order to gain this power's benefit against that attack.

Augment: You can augment this power in one or both of the following ways.

1. If you spend 4 additional power points, the deflection bonus to Armor Class increases by 1.

2. For every additional power point you spend, this power's duration increases by 1 round.

Mental Disruption

Telepathy [Mind-Affecting]
Level: Psion/wilder 2
Display: Mental
Manifesting Time: 1 standard action
Range: 10 ft.
Area: 10-ft.-radius spread centered on you
Duration: Instantaneous
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 3

You generate a mental wave of confusion that instantly sweeps out from your location. All creatures you designate in the affected area (you can choose certain creatures to be unaffected) must make a Will save or become dazed for 1 round.

Augment: You can augment this power in one or both of the following ways.

1. For every 2 additional power points you spend, this power's save DC increases by 1.

2. For every 2 additional power points you spend, this power's range and the radius of its area both increase by 5 feet.

Metaconcert

Telepathy [Mind-Affecting]
Level: Psychic warrior 5, telepath 5
Display: Visual; see text
Manifesting Time: 1 minute
Range: 20 ft.
Target: You and up to nine other willing psionic creatures in range
Duration: 1 min./level (D)
Power Points: 9

You link your psychic might with other psionic creatures, creating an entity more powerful than the sum of its parts.

When you manifest this power, a number of power points you designate flows from each participant into a collective pool. Thus, if ten psionic characters each contribute 10 power points, the initial total of the pooled power points is 100. One individual is chosen as the *metaconcert* conductor by mutual consent of the other participants (this is usually the manifester, but doesn't have to be). Until the power ends, this conductor directs the efforts of the group. Misty strands of glowing power link the brows of all the participants in a complex and shifting pattern.

All the powers of each participant are known to the mental entity ccreated with *metaconcert* (which is under the conductor's command). This entity can't take any more actions than a normal individual, but it manifests all its powers more effectively. Each participant contributing to the entity provides a cumulative +1 bonus to save DCs that apply when manifesting a power or using a psi-like ability. Likewise, each individual provides a cumulative +1 bonus when the entity makes its own saving throws in response to powers or psi-like abilities. If the psionic entity takes ability damage from a psionic attack, such as *mind thrust,* the total is divided among all the members as determined by the conductor (so, if a ten-person group took 3 points of ability damage, the conductor could select three different participants to each take 1 point of damage).

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If the entity manifests a power that has an XP cost, all the participants pay an equal share (the conductor pays the remainder if the cost can't be divided evenly).

Once linked, the participants must remain within a 20-foot-radius area, and as a group can move at a speed of 10 feet. If a participant moves outside the 20-foot-radius area occupied by the others (whether willingly or involuntarily), that individual drops out of the group, and the power point pool of the *metaconcert* is instantly recalculated. All participants who leave before a *metaconcert* ends or is dismissed reclaim a number of power points equal to the current power point pool divided by the number of members. If the conductor drops out, the power ends. For example, if a participant left a *metaconcert* composed of eight individuals, he would reclaim 1/8 of the power points currently in the pool (round down). That same number of points is removed from the power point pool.

When a *metaconcert* ends normally or is dismissed, remaining power points in the pool are divided among all the participants (the conductor receives the remainder if the points can't be divided evenly).

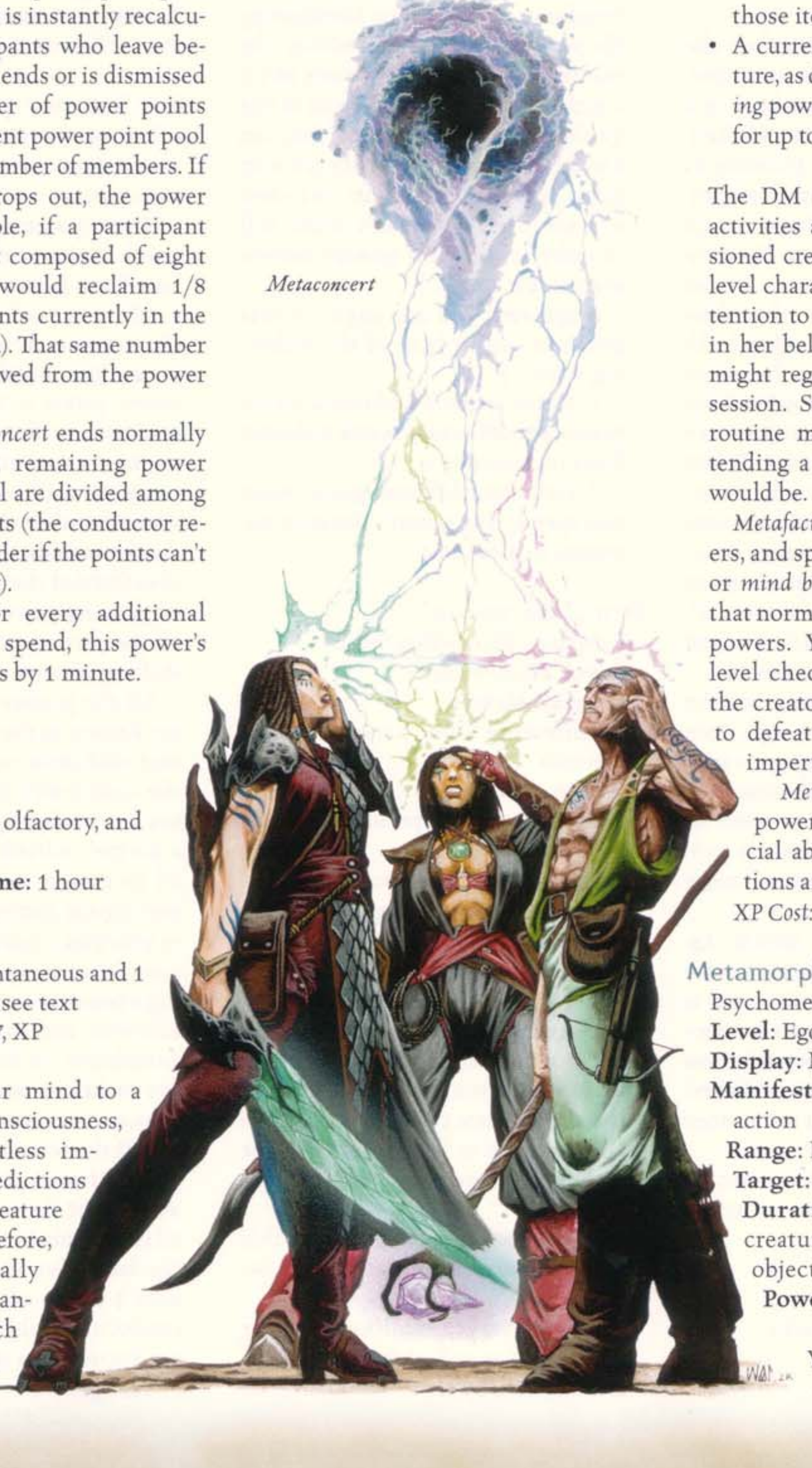
Augment: For every additional power point you spend, this power's duration increases by 1 minute.

Metafaculty

Clairsentience
Level: Seer 9
Display: Mental, olfactory, and visual
Manifesting Time: 1 hour
Range: Personal
Target: You
Duration: Instantaneous and 1 min./level (D); see text
Power Points: 17, XP

You elevate your mind to a near-universal consciousness, cogitating countless impressions and predictions involving any creature you have seen before, whether personally or by means of another power such as *remote viewing.* This process gives you an uncannily accurate vision of the creature's nature, activities, and whereabouts. When you manifest the power, you learn the following facts about the creature.

- Its name, race, alignment, and character class.
- A general estimate of its level or Hit Dice: low (5 HD or lower), medium (6 to 11 HD), high (12 to 20 HD), very high (21 HD to 40 HD), or deific (41 HD or higher).
- Its location (including place of residence, town, country, world, and plane of existence).
- Significant items currently in its possession.
- Any significant activities or actions the creature has undertaken in the previous 8 hours, including details such as locales traveled through, the names or races of those the creature fought, spells it cast, items it acquired, and items it left behind (including the location of those items).
- A current mental view of the creature, as described in the *remote viewing* power, which you can maintain for up to 1 minute per level.



Metaconcert

The DM determines what items or activities are significant to the envisioned creature. For instance, a high-level character probably pays little attention to a potion of *cure light wounds* in her belt, but a low-level character might regard it as a significant possession. Similarly, no one regards a routine meal as noteworthy, but attending a court banquet most likely would be.

Metafaculty can defeat spells, powers, and special abilities such as *screen* or *mind blank* (or even a *wish* spell) that normally obscure clairsentience powers. You can attempt a caster level check (DC 6 + caster level of the creator of the obscuring effect) to defeat these sorts of otherwise impervious defenses.

Metafaculty is defeated by epic powers, epic spells, and epic special abilities that obscure divinations and clairsentience powers.

XP Cost: 1,000.

Metamorphosis

Psychometabolism
Level: Egoist 4
Display: Material and olfactory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D) for a creature; 1 hour/level (D) for an object
Power Points: 7

You assume the form of a creature of the same type as your normal form, or any other type except construct, elemental, outsider, and undead. The assumed form can have as many Hit Dice as your manifester level, to a maximum of 15.

You can't assume a form smaller than Fine, nor can you assume an incorporeal, ectoplasmic, or gaseous form. You cannot take the form of any creature that has a template. Your type and subtype (if applicable) change to match the new form.

Upon changing, you regain lost hit points as if you had rested for a night (though this healing does not restore ability damage and provide other benefits of resting; and changing back does not heal you further). If you are slain while under the effect of this power, you revert to your original form, though you remain dead.

You gain the Strength, Dexterity, and Constitution scores of the new form but retain your own Intelligence, Wisdom, and Charisma scores. You also gain all extraordinary special attacks possessed by the form (such as constrict, improved grab, and poison) but do not gain the extraordinary special qualities possessed by the new form (such as blindsense, fast healing, regeneration, and scent) or any supernatural, psionic, or spell-like abilities.

You retain all supernatural and spell-like special attacks and special qualities of your normal form, except for those requiring a body part that the new form does not have, if any. You keep all extraordinary special attacks and special qualities derived from class levels, but you lose any benefits of the racial traits of your normal form. If you have a template, special abilities it provides are likewise not retained.

If the assumed form is capable of speech, you can communicate normally. You retain any manifesting ability you had in your original form.

You acquire the physical qualities of the new form while retaining your own mind. Physical qualities include natural size, mundane movement capabilities (such as burrowing, climbing, walking, swimming, and flight with wings, to a maximum speed of 120 feet for flying or 60 feet for nonflying movement), natural armor bonus, natural weapons (such as claws or a bite), racial bonuses on skill checks, racial bonus feats, and any anatomical qualities (presence or absence of wings, number of extremities, and so forth). A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal.

You can freely designate the new form's minor physical qualities (such as hair color, hair texture, and skin color) within the normal ranges for a creature of that type. The new form's significant physical qualities (such as height, weight, and gender) are also under your control, but they must fall within the norms for the new form's species. You are effectively disguised as an average member of the new form's race. If you use this power to create a disguise, you get a +10 bonus on your Disguise check.

When the change occurs, your equipment either remains worn or held by the new form (if it is capable of wearing or holding the item in question) or melds into the new form and becomes nonfunctional. When you revert to your normal form, any objects previously melded into the new form reappear in the same location on your body they previously occupied and are once again functional. Any new items you wore in the assumed form and can't wear in your normal form fall off and land at your feet; any that you could wear in either form or carry in a body part common to both forms (mouth, hands, or the like) at the time of reversion are still held in the same way. Any part of the body or piece of equipment that is separated from the whole reverts to its normal form.

You can also use this power to assume the form of an inanimate object. You gain the object's hardness and retain your own hit points.

You can take the shape of almost any simple object you can think of, such as a chair, a sword, or a rug. If you attempt to take the form of a complex object, you must make an appropriate skill check. For instance, if you want to take the form of a beautiful painting, you must make a Craft (painting) check against a DC set by the DM to determine the quality of the painting. If you fail the check, your manifestation of the power does not succeed.

Likewise, you cannot take the form of a complex mechanical mechanism unless you have some sort of skill associated with the object. You cannot use this power to assume the form of a psionic item or a magic item, or any object with a hardness of 15 or higher. You also cannot take the form of a psionically animated mechanism or any object formed of ectoplasm.

As an inanimate object, you lose all mobility. You retain your normal senses and your ability to speak. You can manifest a power if you make a Concentration check (DC 20 + power level); however, doing so ends the duration of this power. If you take damage while in the form of an object, your actual body also takes damage (but the object's hardness, if any, protects you).

Metamorphosis, Greater

Psychometabolism
Level: Egoist 9
Display: Material and visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D) for a creature; 1 hour/level (D) for an object
Power Points: 17, XP

As *metamorphosis*, except that this power enables you to assume the form of any single nonunique object or creature (of any type) from Fine to Colossal size. The assumed form cannot have more Hit Dice than twice your manifester level (to a maximum of 50 HD). Unlike *metamorphosis*, this power allows incorporeal, ectoplasmic, or gaseous forms to be assumed.

You gain all extraordinary and supernatural abilities (both special attacks and special qualities) of the assumed form, but you lose your own supernatural abilities. You also gain the type of the new form (for example, dragon or magical beast) in place of your own. The new form does not disorient you. Parts of your body or pieces of equipment that are separated from you do not revert to their original form.

You can become just about anything you are familiar with. You can change form once each round as a swift action. The change takes place either immediately before your regular action or immediately after it, but not during the action.

If you use this power to create a disguise, you get a +10 bonus on your Disguise check.

As an inanimate object, you lose all mobility; however, you retain your ability to manifest powers normally.

XP Cost: 200 XP.

Metaphysical Claw

Psychometabolism
Level: Psychic warrior 1
Display: Auditory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level
Power Points: 1

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*) or a bite attack (which could be a natural bite attack or one you gain by means of the power *bite of the wolf*), you can use this power to provide one of your natural weapons a +1 enhancement bonus on attack rolls and damage rolls.

Augment: If you spend 4 additional power points, this power's duration increases to 1 hour per level.

In addition, for every 4 additional power points you spend, this power improves the natural weapon's enhancement bonus on attack rolls and damage rolls by 1.

Metaphysical Weapon

Metacreativity
Level: Psychic warrior 1
Display: Auditory
Manifesting Time: 1 standard action
Range: Touch
Target: Weapon touched
Duration: 1 min./level
Saving Throw: Will negates (harmless, object)
Power Resistance: Yes (harmless, object)
Power Points: 1

Metaphysical weapon gives a weapon a +1 enhancement bonus on attack rolls and damage rolls. (An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls.)

Alternatively, you can affect up to fifty arrows, bolts, or bullets. The projectiles must be of the same type, and they have to be together (such as in the same quiver). Projectiles, but not thrown weapons, lose their enhancement when used. (Treat shuriken as projectiles, rather than thrown weapons, for the purpose of this power.)

You can't manifest this power on most natural weapons, including a psychic warrior's claw strike. This power does work on a weapon brought into being by the *graft weapon* power.

Augment: If you spend 4 additional power points, this power's duration increases to 1 hour per level.

In addition, for every 4 additional power points you spend, this power improves the weapon's enhancement bonus on attack rolls and damage rolls by 1.

Microcosm

Telepathy (Compulsion) [Mind-Affecting]
Level: Psion/wilder 9
Display: Material
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target or Area: One creature; or one or more creatures within a 15-ft.-radius sphere
Duration: Instantaneous
Saving Throw: None
Power Resistance: Yes
Power Points: 17

This power enables you to warp the consciousness and senses of one or more creatures, sending the victim into a catatonic state. When *microcosm* is manifested, you can target either a single creature within range or a group of creatures all located within the power's area.

Single Target: If *microcosm* targets a single creature, that creature's senses are pinched off from the real world if it currently has 100 or fewer hit points. The subject's senses are all completely fabricated from within its own mind, though it may not realize this. In reality, the subject sprawls limply, drooling and mewling, and eventually dies of thirst and starvation without care. The subject lives within its own made-up world until the time of its actual death.

Area Effect: If *microcosm* is manifested on an area, it sends all affected creatures into a shared catatonia (the world is a construct, but within the world, the victims can interact with each other). It affects only creatures that currently have 30 or fewer hit points, and only up to a total of 300 hit points of such creatures. The power affects creatures with the lowest hit point totals first. (Creatures with negative hit points count as having 0 hit points.)

Manifesting *microcosm* a second time on an affected creature turns its sensory pathways outward once more. Otherwise, only very potent powers (such as *psychic chirurgery* or *reality revision*) or similar effects (such as *miracle* or *wish*) can undo the mental crosswiring that this power brings about.

Augment: For every additional power point you spend, the number of individual and group hit points the power can affect increases by 10. For example, if you spend 2 additional points, the single target version of the power affects a creature that currently has 120 or fewer hit points, and the area effect version is usable against creatures that each currently have 50 or fewer hit points, up to a total of 320 hit points of such creatures.

Mind Blank, Personal

Telepathy [Mind-Affecting]
Level: Psion/wilder 7, psychic warrior 6
Display: Olfactory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: One day
Power Points: Psion/wilder 13, psychic warrior 11

As *psionic mind blank* (see below), except as noted here.

Mind Blank, Psionic

Telepathy [Mind-Affecting]
Level: Psion/wilder 8
Display: Olfactory
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: One day
Saving Throw: Will negates (harmless)
Power Resistance: Yes (harmless)
Power Points: 15

The subject is protected from all devices, powers, and spells that detect, influence, or read emotions or thoughts. This power protects against powers with the mind-affecting or scrying descriptors. *Psionic mind blank* even foils *bend reality, limited wish, miracle, reality revision,* and *wish* when they are used in such a way as to affect the subject's mind or to gain information about it (however, *metafaculty* can pierce the protective quality of *psionic mind blank*). In the case of *remote viewing* or scrying that scans an area the creature is in, the effect works but the creature simply isn't detected. *Remote viewing* (scrying) attempts that are targeted specifically at the subject do not work at all.

Mind Probe

Telepathy (Charm) [Mind-Affecting]
Level: Telepath 5
Display: Auditory, material, and visual
Manifesting Time: 1 minute
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level (D)
Saving Throw: Will partial; see text
Power Resistance: Yes
Power Points: 9

All the subject's memories and knowledge are accessible to you, from memories deep below the surface to those still easily called to mind. You can learn the answer to one question per round, to the best of the subject's knowledge. If the subject succeeds on a Will save, it is not required to answer the question; however, making a save does not end the power. You can ask the subject a new question (or the same question) in subsequent rounds for as long as the power's duration persists.

You can probe a sleeping subject and automatically get an answer to your question. If the subject then succeeds on a Will save, it wakes after providing the answer and thereafter can resist answering by making Will saves as described above.

Subjects that do not wish to be probed can attempt to move beyond the power's range, unless they are somehow hindered. You pose the questions telepathically, and the answers to those questions are imparted directly to your mind. You and the subject do not need to speak the same language, though less intelligent creatures may yield up only appropriate visual images in answer to your questions.

Mind Seed

Telepathy (Compulsion) [Evil, Mind-Affecting]
Level: Telepath 8
Display: Mental
Manifesting Time: 1 standard action
Range: Touch
Target: One touched Medium or smaller humanoid
Duration: Instantaneous; see text
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 15, XP

You impress the totality of your psyche into a subject's subconscious. If successfully implanted, the seed of your mind "germinates" over the period of one week. During this time, the subject begins to unconsciously take on your mannerisms. For instance, if you habitually mutter, "Sure, sure, sure," this same litany is soon heard from the subject's lips, though it is not uttered consciously.

When integration is complete (after one week), the subject becomes you in mind as you were when you manifested the power, but the subject's level is eight lower than your own. (In effect, the subject has received eight negative levels—but these are negative levels that can't be removed.) The subject does not have any of your physical ability scores or equipment, but does have the Intelligence, Wisdom, and Charisma scores you had when you were eight levels lower. The subject also knows the powers you knew when you were eight levels lower.

While the subject is initially your mental duplicate, the two personalities diverge over time. Although the subject starts off with memories of your experiences, it possesses its original "soul" and physical body and is free to develop its own personality based on its own new experiences. Thus, the subject is not your slave or servant, but instead a nonplayer character in its own right that shares your earlier memories.

Protection from evil or a similar spell or power can prevent you from implanting *mind seed,* or prevent a seed from germinating while the protective power lasts. Otherwise, a germinating seed can be removed (prior to germination) only by *psychic chirurgery, reality revision,* or similarly high-level effects. Manifesting *mind seed* again during the germination period also cleanses the subject's mind.

XP Cost: 3,000 XP.

Mind Switch

Telepathy [Mind-Affecting]
Level: Telepath 6
Display: Visual
Manifesting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Targets: You and one other creature
Duration: 10 min./level
Saving Throw: Will negates; see text
Power Resistance: Yes
Power Points: 11, XP

You can attempt to take control of a nearby living creature, forcing your mind (and soul) into its body, and its mind into your body. You can target any creature whose Hit Dice are equal to or less than your manifester level. You possess the target's body and force the creature's mind into your body unless it succeeds on a Will save. You can move your mind back into your own body whenever you desire, which returns the subject's mind to its own body and ends the power.

If the manifestation succeeds, your life force occupies the host body, and the host's life force takes over yours. You can call on rudimentary or instinctive knowledge of the subject creature, but not upon its acquired or learned knowledge (such as skills and feats it possesses). The same is true for the subject in your body. The *mind switch* brings about the following changes.

- You gain the type of your assumed body.
- You gain the Strength, Dexterity, and Constitution scores of your assumed body.
- You gain the natural armor, natural attacks, movement, and other simple physical characteristics of your assumed body.
- You gain the extraordinary special attacks and qualities of your assumed body, but you do not gain supernatural or spell-like abilities.
- You gain the possessions and equipment of your assumed body.
- You retain your own hit points, saving throws (possibly modified by new ability scores), class abilities, supernatural and spell-like abilities, spells and powers, and skills and feats (although skill checks use your new ability scores, and you may be temporarily unable to use feats whose requirements you do not meet in your new body). Supernatural abilities that require a certain body part, such as a beholder's eye rays or a dragon's breath weapon, may be unavailable in your new form.

For example, if you were a 10th-level human psion with 70 hit points who used *mind switch* on a 1st-level goblin warrior with 4 hit points, you are now a goblin psion with 70 hit points in the goblin's body, and your target is now a 1st-level human warrior with 4 hit points in your natural body. (When using this power, you should be careful about whom or what you allow to occupy your natural body, and what you let the subject do with it.)

If either body is killed while the power is in effect, the other participant also dies when the power ends. If one participant's body becomes petrified, imprisoned by *temporal stasis* or *imprisonment*, or incapacitated in some other way, the other participant will be incapacitated in that way when the power ends.

A targeted *dispel psionics* (or similar spells or effects) successfully manifested on either participant causes both minds to return to their original bodies.

XP Cost: 100 XP.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Mind Switch, True

Telepathy [Mind-Affecting]
Level: Telepath 9
Manifesting Time: 1 minute
Duration: Instantaneous
Saving Throw: Will negates; see text
Power Resistance: Yes
Power Points: 17, XP

As *mind switch*, except as noted here.

You permanently exchange bodies with the subject. Since this power's duration is instantaneous, you cannot be forced to return to your natural body by means of *dispel psionics*, an *antimagic field*, or a similar effect.

If the subject's body dies while you are in it, you are dead. The subject immediately loses one level, but otherwise survives the experience in your natural body. If your natural body dies while the subject is in it, you immediately lose one level, but you likewise survive the experience in your new body.

Your "natural" body is always considered to be the last one you switched out of. If you exchange bodies with a chain of multiple subjects, you need worry only about the welfare of the last body you switched with. In other words, if your mind is expelled from your current body, your mind returns to the last body you switched with, not to your original body. Similarly, if your original body dies but you have since switched minds with a second subject, you take no penalty. You lose a level only if the body you inhabited immediately prior to your current body is killed.

XP Cost: 10,000 XP.

Mind Thrust

Telepathy [Mind-Affecting]
Level: Psion/wilder 1
Display: Auditory
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 1

You instantly deliver a massive assault on the thought pathways of any one creature, dealing 1d10 points of damage to it.

Augment: For every additional power point you spend, this power's damage increases by 1d10 points. For each extra 2d10 points of damage, this power's save DC increases by 1.

Mind Trap

Telepathy [Mind-Affecting]
Level: Psion/wilder 3
Display: Auditory
Manifesting Time: 1 immediate action
Range: Personal
Target: You
Duration: 1 round
Saving Throw: None
Power Resistance: Yes (harmless)
Power Points: 5

You set up a trap in your mind against psionic intruders. Anyone who attacks you with a telepathy power immediately loses 1d6 power points. This power's effect does not negate the power that is currently being used against you.

You can manifest this power instantly, quickly enough to gain its benefit in an emergency. Manifesting the power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You can use this power even when it is not your turn.

Augment: For every additional power point you spend, this power's duration increases by 1 round.

Mindlink

Telepathy [Mind-Affecting]
Level: Telepath 1
Display: Mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels); see text
Targets: You and one other willing creature within range that has an Intelligence score of 3 or higher
Duration: 10 min./level
Saving Throw: None; see text
Power Resistance: Yes (harmless)
Power Points: 1

You forge a telepathic bond with your target. You can communicate telepathically through the bond even if you do not share a common language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

Augment: You can augment this power in one or both of the following ways.

1. If you spend 4 additional power points, you can attempt to create a telepathic bond with a creature that is not willing (Will save negates).
2. For every additional power point you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

Mindlink, Thieving

Telepathy [Mind-Affecting]
Level: Telepath 4
Duration: 10 min./level (D)
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 7

As *mindlink*, except that if the target is a psionic character or creature that knows powers, you can temporarily borrow a power of your choice (you are aware of what powers the subject knows, up to the highest level of power you can manifest).

Borrowing the subject's power is a separate standard action that provokes an attack of opportunity. If that attack succeeds, the mental communication provided by this power ends immediately. The borrowed power fades from the subject's awareness and appears within your own. You can now spend power points to manifest the borrowed power just as if it were one of your powers known. You maintain knowledge of the borrowed power until the duration of your *thieving mindlink* expires, at which time you lose knowledge of the power and the power reappears in the mind of the subject, no matter how far from you the subject is. Even if the subject is slain, you lose knowledge of the borrowed power when this power's duration expires.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Mindwipe

Telepathy [Mind-Affecting]
Level: Psion/wilder 4
Display: Auditory, mental, and visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude negates
Power Resistance: Yes
Power Points: 7

You partially wipe your victim's mind of past experiences, bestowing two negative levels upon it.

If the subject has at least as many negative levels as Hit Dice, it dies. If the subject survives, each negative level gives it several disadvantages (see page 310 of the *Player's Handbook*). In addition, for each negative level it gains, a psionic creature loses knowledge of one power from its highest available level, and a number of power points from its maximum power point total sufficient to manifest that power. The effects of multiple negative levels stack.

If the subject survives, it loses these two negative levels after 1 hour. (No Fortitude save is necessary to avoid gaining the negative level permanently.)

Augment: You can manifest this power in one or both of the following ways.

1. For every 2 additional power points you spend, this power's save DC increases by 1.
2. For every 3 additional power points you spend, this power bestows an additional negative level on the subject.

Minor Creation, Psionic

Metacreativity (Creation)
Level: Shaper 1
Display: Material
Manifesting Time: 1 minute
Range: 0 ft.
Effect: Unattended, nonpsionic, nonmagical object of nonliving plant matter, up to 1 cu. ft./level
Duration: 1 hour/level (D)
Saving Throw: None
Power Resistance: No
Power Points: 1

As *minor creation* (page 233 of the *Player's Handbook*), except as noted here.

Missive

Telepathy [Mind-Affecting, Language-Dependent]
Level: Psion/wilder 1
Display: Mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Effect: Mental message delivered to subject
Saving Throw: None
Power Resistance: Yes
Power Points: 1

You send a telepathic message of up to ten words to any living creature within range. *Missive* is strictly a one-way exchange from you to the subject. If you do not share a common language, the subject "hears" meaningless mental syllables.

Augment: For every 2 additional power points you spend, this power's range increases by 5 feet and its save DC increases by 1.

Missive, Mass

Telepathy [Mind-Affecting, Language-Dependent]
Level: Psion/wilder 2
Display: Mental
Manifesting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Targets: All creatures in a 400 ft. + 40 ft./level radius centered on you; see text
Effect: Mental message delivered to subjects
Saving Throw: Will negates (harmless)
Power Resistance: Yes (harmless)
Power Points: 3

You send a telepathic message of up to twenty-five words to all creatures within range. You can include or exclude from this broadcast any creature you can see, as well as any creature that you know or know of. *Mass missive* is strictly a one-way exchange from you to the subjects. If you do not share a common language, the subjects "hear" meaningless mental syllables.

Augment: For every 2 additional power points you spend, this power's range increases by 40 feet and its save DC increases by 1.

Modify Memory, Psionic

Telepathy (Compulsion) [Mind-Affecting]
Level: Telepath 4
Display: Mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Permanent
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 7

As *modify memory* (page 255 of the *Player's Handbook*), except as noted here.

Moment of Prescience, Psionic

Clairsentience
Level: Psion/wilder 7
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level or until discharged
Power Points: 13

As *moment of prescience* (page 255 of the *Player's Handbook*), except as noted here.

My Light

Psychokinesis [Light]
Level: Psion/wilder 1, psychic warrior 1
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: Personal
Effect: 20-ft. cone of light emanating from you
Duration: 10 min./level (D)
Power Points: 1

Your eyes beam forth a 20-foot cone of light. You and other creatures can see normally in the light. If you walk into an area filled with psionic or magical darkness, *my light* goes dark while you stay within that area.

If *my light* is used in conjunction with *elfsight*, the cone of light extends out to 40 feet instead of 20 feet.

Augment: If you spend 2 additional power points, you can manifest this power as a swift action.

Null Psionics Field

Psychokinesis
Level: Kineticist 6
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: 10 ft.
Area: 10-ft.-radius emanation centered on you
Duration: 10 min./level (D)
Saving Throw: None
Power Resistance: See text
Power Points: 11

An invisible barrier surrounds you and moves with you. The space within this barrier is impervious to most psionic effects, including powers, psi-like abilities, and supernatural abilities. Likewise, it prevents the functioning of any psionic items or powers within its confines. A *null psionics field* suppresses any power or psionic effect used within, brought into, or manifested into its area, but does not negate it. A creature under the effect of *schism*, for example, loses the benefit of the power while inside the field, but the *schism* resumes functioning when the creature leaves the field. Time spent within a *null psionics field* counts against a suppressed effect's duration.

Astral constructs and summoned creatures wink out if they enter a *null psionics field*. They reappear in the same spot once the field goes away. Time spent winked out counts normally against the duration of the power that is maintaining the construct or summoned creature.

Creation powers with instantaneous durations and calling powers are not affected by a *null psionics field* because the power itself is no longer in effect, only its result.

A normal creature (a normally encountered construct rather than a created one, for instance) can enter the area, as can normal missiles. Furthermore, while a psionic sword does not function psionically within the area, it is still a sword (and a masterwork sword at that). The power has no effect on golems and other constructs that are imbued with magic during their creation process and are thereafter self-supporting (unless they have been summoned or have a limited duration, in which case they are treated like any other summoned creatures). Elementals, corporeal undead, and outsiders are likewise unaffected unless summoned. These creatures' spell-like or supernatural abilities, however, may be temporarily nullified by the field.

Dispel psionics does not remove the field. Two or more *null psionics fields* sharing any of the same space have no effect on each other. Certain powers may be unaffected by *null psionics field* (see the individual power descriptions). Artifacts and deities are unaffected by mortal power such as this. Should a creature's space extend across the boundary of the area enclosed by the field, any part of the creature that lies outside the effect is unaffected by the field.

Oak Body

Psychometabolism
Level: Psion/wilder 7, psychic warrior 5
Display: Auditory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)
Power Points: Psion/wilder 13, psychic warrior 9

This power transforms your body into living oak, which grants you several advantages.

You gain damage reduction 10/slashing and a +5 bonus to natural armor that overlaps (does not stack with) any natural armor bonus you may already have. You are immune to ability damage, blindness, deafness, disease, drowning, poison, stunning, and all powers, spells, or attacks that affect your physiology or respiration, because you have no physiology or respiration while this power is in effect. You take only half damage from cold effects of all kinds. However, you become susceptible to all special attacks that affect wood, and you gain vulnerability to fire (see page 317 of the *Monster Manual*).

You gain a +4 enhancement bonus to Strength, but you take a –2 penalty to Dexterity (to a minimum Dexterity score of 1), and your speed is reduced to half normal. You can speak but cannot drink (and thus can't use potions) or play wind instruments. You have an armor check penalty of –4 and an arcane spell failure chance of 25%.

Your unarmed attacks deal damage equal to a club sized for you (1d4 for Small characters, 1d6 for Medium characters), and you are considered armed when making unarmed attacks. When you make a full attack against an object or structure using your unarmed strike, you deal double damage.

Augment: For every additional power point you spend, this power's duration increases by 1 minute.

Object Reading

Clairsentience
Level: Seer 2
Display: Auditory and material
Manifesting Time: 1 minute
Range: Touch
Target: Object touched
Duration: Concentration, up to 10 min./level (D)
Saving Throw: None
Power Resistance: Yes
Power Points: 3

You can learn details of an inanimate object's previous owner. Objects accumulate psychic impressions left by their previous owners, which can be read by use of this power. The amount of information revealed depends on how long you study a particular object.

1st Minute: Last owner's race.

2nd Minute: Last owner's gender.

3rd Minute: Last owner's age.

4th Minute: Last owner's alignment.

5th Minute: How last owner gained and lost the object.

6th+ Minute: Next-to-last owner's race, and so on.

The power always correctly identifies the last owner of the item, and the original owner (if you keep the power active long enough).

There is a 90% chance that this power will successfully identify all other former owners in sequence, but there is a 10% chance that one former owner will be skipped and thus not identified.

This power will not identify casual users as owners. (Anyone who uses an object to attack someone or something is not thereafter considered a casual user.)

An object without any previous owners reveals no information. You can continue to run through a list of previous owners and learn details about them as long as the power's duration lasts. If you use this power additional times on the same object, the information yielded is the same as if you were using the power on the object for the first time.

Augment: For every additional power point you spend, this power's maximum duration increases by 10 minutes.

Overland Flight, Psionic

Psychoportation
Level: Psion/wilder 6
Display: Auditory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level (D)
Power Points: 11

As *overland flight* (page 259 of the *Player's Handbook*), except as noted here.

Painful Strike

Psychometabolism
Level: Psychic warrior 2
Display: Material and visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level
Power Points: 3

Your natural weapons cause additional pain. Each successful attack you make with a natural weapon deals an extra 1d6 points of nonlethal damage to the target.

Augment: If you spend 6 additional power points, you can manifest this power as a swift action.

Personality Parasite

Telepathy [Mind-Affecting]
Level: Psion/wilder 4
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One Medium or smaller humanoid
Duration: 1 round/level (D)
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 7

You attempt to briefly partition the mind of your foe, calving off a minor personality that is antagonistic to the main personality. The parasitic personality functions with complete autonomy from the main personality. It does not control the body physically, but it can take one standard action each round that is purely mental, such as manifesting a power, in the same turn that the subject takes its normal actions.

The parasitic personality manifests powers using the subject's power point reserve and known powers, but can only manifest powers three or more levels lower than the highest level of power the subject can normally manifest. Thus, if the highest level of power the subject can normally manifest is 3rd level or lower, the parasitic personality cannot manifest any powers.

The parasitic personality actively attempts to manifest powers that negatively impact the subject, using the highest-level powers possible (so as to deplete the subject's power point reserve), and the most deadly to the subject?. You do not have control over what the parasitic personality does (it is under the DM's control), though it always works against the interest of the subject.

Both minds communicate with each other telepathically.

If a creature is targeted by a compulsion or charm effect while under the effect of this power, it can make a second saving throw if the first one fails. If both saving throws fail, then this power ends and the creature is affected by the charm or compulsion effect.

The parasitic personality does not gain any advantages if the main personality is subjected to a *haste* or *schism* effect.

Phase Door, Psionic

Psychoportation
Level: Psion/wilder 7
Display: Visual
Manifesting Time: 1 standard action
Range: 0 ft.
Effect: Ethereal 5-ft. by 8-ft. opening, 10 ft. deep + 5 ft. deep per three levels
Duration: One usage per two levels
Saving Throw: None
Power Resistance: No
Power Points: 13

As *phase door* (page 261 of the *Player's Handbook*), except as noted here. This power is subject to *dispel psionics*.

Plane Shift, Psionic

Psychoportation
Level: Psion/wilder 5
Display: Visual
Manifesting Time: 1 standard action
Range: Touch
Targets: Willing creature touched, or up to eight willing creatures joining hands
Duration: Instantaneous
Power Points: 9

As *plane shift* (page 262 of the *Player's Handbook*), except as noted here.

Power Leech

Telepathy (Compulsion) [Mind-Affecting]
Level: Psion/wilder 4
Display: Visual; see text
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: Any psionic creature
Duration: Concentration, up to 1 round/level; see text
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 7

Your brow erupts with an arc of crackling dark energy that connects with your foe, draining it of 1d6 power points and adding 1 of those points to your reserve (unless that gain would cause you to exceed your maximum).

The drain continues in each round you maintain concentration while the subject of the drain remains in range. If the subject is drained to 0 power points, this power ends.

Concentrating to maintain *power leech* is a full-round action (you can take no other actions aside from a 5-foot step) instead of a standard action.

Power Resistance

Clairsentience
Level: Psion/wilder 5
Display: Material and visual
Manifesting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Power Resistance: Yes (harmless)
Power Points: 9

The creature gains power resistance equal to 12 + your manifester level.

Precognition

Clairsentience
Level: Seer 1
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level
Power Points: 1

Precognition allows your mind to glimpse fragments of potential future events—what you see will probably happen if no one takes action to change it. However, your vision is incomplete, and it makes no real sense until the actual events you glimpsed begin to unfold. That's when everything begins to come together, and you can act, if you act swiftly, on the information you previously received when you manifested this power.

In practice, manifesting this power grants you a "precognitive edge." Normally, you can have only a single precognitive edge at one time. You must use your edge within a period of no more than 10 minutes per level, at which time your preknowledge fades and you lose your edge.

You can use your precognitive edge in a variety of ways. Essentially, the edge translates into a +2 insight bonus that you can apply at any time to either an attack roll, a damage roll, a saving throw, or a skill check. You can elect to apply the bonus to the roll after you determine that your unmodified roll is lower than desired.

Precognition, Defensive

Clairsentience
Level: Psion/wilder 1, psychic warrior 1
Display: Material and visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)
Power Points: 1

Your awareness extends a fraction of a second into the future, allowing you to better evade an opponent's blows. You gain a +1 insight bonus to AC and on all saving throws. If caught in a situation where your Dexterity bonus isn't applied to your Armor Class, this bonus to AC and saving throws does not apply.

Augment: You can augment this power in one or both of the following ways.

1. For every 3 additional power points you spend, the insight bonus gained increases by 1.
2. If you spend 6 additional power points, you can manifest this power as a swift action.

Precognition, Greater

Clairsentience
Level: Seer 6
Display: Auditory and visual
Manifesting Time: 10 minutes
Range: Personal
Target: You
Duration: 1 hour/level
Power Points: 11

As *precognition*, except as noted here. You gain a +4 insight bonus instead of a +2 bonus.

Precognition, Offensive

Clairsentience
Level: Psion/wilder 1, psychic warrior 1
Display: Material and visual
Manifesting Time: 1 standard action; see text
Range: Personal
Target: You

Duration: 1 min./level (D)
Power Points: 1

Your awareness extends a fraction of a second into the future, allowing you to better land blows against your opponent. You gain a +1 insight bonus on your attack rolls.

Augment: You can augment this power in one or both of the following ways.

1. For every 3 additional power points you spend, the insight bonus gained on your attack rolls increases by 1.
2. If you spend 6 additional power points, you can manifest this power as a swift action.

Prescience, Offensive

Clairsentience
Level: Psion/wilder 1, psychic warrior 1
Display: Material and visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)
Power Points: 1

Your awareness extends a fraction of a second into the future, allowing you to better aim blows against your opponent. You gain a +2 insight bonus on your damage rolls.

Augment: You can augment this power in one or both of the following ways.

1. For every 3 additional power points you spend, the insight bonus gained on your attack rolls increases by 1.
2. If you spend 6 additional power points, you can manifest this power as a swift action.

Prevenom

Psychometabolism (Creation)
Level: Psychic warrior 1
Display: Material
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level or until discharged
Power Points: 1

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*), you can use this power to produce a mild venom that coats one of your claws. On your next successful melee attack, the venom deals 2 points of Constitution damage. A target struck by the poison can make a Fortitude save (DC 10 + 1/2 your manifester level + your key ability modifier) to negate the damage.

Augment: For every 6 additional power points you spend, this power's Constitution damage increases by 2 points.

Prevenom Weapon

Psychometabolism (Creation)
Level: Psychic warrior 1
Range: Touch
Target: Weapon touched
Power Points: 1

As *prevenom*, except your weapon gains the poison coating as long as it remains in your grip.

Prowess

Clairsentience
Level: Psychic warrior 2
Display: Mental
Manifesting Time: 1 immediate action
Range: Personal
Target: You
Duration: Instantaneous
Power Points: 3

If an enemy provokes an attack of opportunity from you, you can make the attack even if you've already taken your allotted number of attacks of opportunity this round (usually one).

You can manifest this power instantly, quickly enough to gain an extra attack of opportunity in the same round. Manifesting this power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

Psionic Blast

Telepathy [Mind-Affecting]
Level: Psion/wilder 3
Display: Auditory
Manifesting Time: 1 standard action
Range: 30 ft.
Area: 30-ft. cone-shaped burst
Duration: Instantaneous
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 5

The air ripples with the force of your mental attack, which blasts the minds of all creatures in range. *Psionic blast* stuns all affected creatures for 1 round.

Augment: For every 2 additional power points you spend, the duration of the stun effect increases by 1 round.

Psionic Lion's Charge

Psychometabolism
Level: Psychic warrior 2
Display: Mental
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: Instantaneous
Power Points: 3

You gain the powerful charging ability of a lion. When you charge, you can make a full attack in the same round.

You can manifest this power with an instant thought, quickly enough to gain the benefit of the power as you charge. Manifesting the power is a swift action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You cannot manifest this power when it isn't your turn.

Augment: For every additional power point you spend, each of your attacks after a charge in the current round gains a circumstance bonus on damage equal to the number of additional points spent.

Psionic Lock

Psychoportation
Level: Psion/wilder 2
Display: Material
Manifesting Time: 1 standard action
Range: Touch
Target: Door, chest, or portal touched, up to 30 sq. ft./level in size
Duration: Permanent
Saving Throw: None

Power Resistance: No
Power Points: 3

A *psionic lock* manifested upon a door, chest, or portal psionically locks it. You can freely pass your own lock without affecting it; otherwise, a door or object secured with *psionic lock* can be opened only by breaking in or by a successful *dispel psionics* effect. Add +10 to the normal DC to break open a door or portal affected by this power.

Psionic Repair Damage

Metacreativity
Level: Shaper 2
Display: Material and visual
Manifesting Time: 1 standard action
Range: Touch
Target: Construct touched
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Power Resistance: Yes (harmless)
Power Points: 3

When laying your hands upon a construct that has at least 1 hit point remaining, you reknit its structure to repair damage it has taken. The power repairs 3d8 points of damage +1 point per manifester level. Constructs that are immune to psionics or magic cannot be repaired in this fashion.

Augment: For every 2 additional power points you spend, this power repairs an additional 1d8 points of damage.

Psionic Revivify

Psychometabolism (Healing) [Good]
Level: Egoist 5
Manifesting Time: 1 standard action
Range: Touch
Target: Dead creature touched
Duration: Instantaneous
Saving Throw: None
Power Resistance: Yes (harmless)
Power Points: 9, XP

Psionic revivify lets a manifester reconnect a corpse's psyche with its body, restoring life to a recently deceased creature. The power must be manifested within 1 round of the victim's death. Before the psyche of the deceased has completely left the body, this power halts its journey while repairing somewhat the damage to the body.

This power functions like the *raise dead* spell (page 268 of the *Player's Handbook*), except that the affected creature receives no level loss, no Constitution loss, and no loss of powers. The creature has –1 hit points (but is stable) after being restored to life.

XP Cost: 200 XP.

Augment: For every 100 additional experience points that both you and the subject pay, the manifestation of this power can be delayed by 1 additional round. For example, if you and the subject both pay 500 XP to augment this power, it works on a creature that has been dead for up to 6 rounds.

Psionic Scent

Psychometabolism
Level: Psychic warrior 2
Display: Mental
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level
Power Points: 3

You gain an enhanced sense of smell, equivalent to the scent ability of some monsters. This ability allows you to detect approaching enemies, sniff out hidden foes, and track by sense of smell. With the scent ability, you can identify familiar odors just as humanoids do familiar sights.

You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When you detect a scent, the exact location of the source is not revealed—only its presence somewhere within range. You can take a move action to note the direction of the scent. Whenever you come within 5 feet of the source, you pinpoint the source's location.

If you have the Track feat, you can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. If you are tracking with *psionic scent*, you ignore the effects of surface conditions and poor visibility.

Psychic Chirurgery

Telepathy [Mind-Affecting]
Level: Telepath 9
Display: Auditory, mental, and visual
Manifesting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 17, XP; see text

You can repair psychic damage or grant another creature knowledge of powers you know, depending on the version of this power you manifest.

Repair Psychic Damage: You can remove any compulsions and charms (such as *crisis of breath* and *death urge*) affecting the subject. In fact, you can remove any instantaneous or permanent effect caused by a psychic power with *psychic chirurgery*. Unlike with *aura alteration*, these effects end or are negated as soon as this power is manifested, with no need for another saving throw.

You can remove all negative levels affecting the subject, regardless of how it lost those levels, restoring it to the highest level it had previously attained. Also, you can restore levels lost to energy drain or a similar effect if the level drain occurred within a number of hours equal to your manifester level.

You can also remove all psionic effects penalizing the subject's ability scores, heal all ability damage, and remove any ability drain affecting the subject. *Psychic chirurgery* negates all forms of insanity, confusion, the effect of such powers as *microcosm*, and so on, but it does not restore levels or Constitution points lost due to death.

Transfer Knowledge: If desired, you can use this power to directly transfer knowledge of a power you know to another psionic character. You can give a character knowledge of a power of any level that she can manifest, even if the power is not normally on the character's power list. Knowledge of powers gained through *psychic chirurgery* does not count toward the maximum number of powers a character can know per level.

XP Cost: Each time you use psychic chirurgery to implant knowledge of a power in another creature, you pay an XP cost equal to 1,000 × the level of the power implanted. If you and the subject are both willing to do so, you can split this cost evenly.

Psychic Crush

Telepathy [Mind-Affecting]
Level: Psion/wilder 5
Display: Auditory
Manifesting Time: 1 standard action
Range: Close (25 ft. +5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will partial; see text
Power Resistance: Yes
Power Points: 9

Your will abruptly and brutally crushes the mental essence of any one creature, debilitating its acumen. The target must make a Will save with a +4 bonus or collapse unconscious and dying at –1 hit points. If the target succeeds on the save, it takes 3d6 points of damage.

Augment: For every 2 additional power points you spend, this power's damage increases by 1d6 points.

Psychic Reformation

Telepathy [Mind-Affecting]
Level: Psion/wilder 4
Display: Auditory, mental, and visual
Manifesting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: None
Power Resistance: No
Power Points: 7, XP; see text

When this power is manifested, the subject can choose to spend its most recently gained skill points differently (picking new skills and abandoning old ones if it chooses) and to choose a different feat from the one it selected when advancing from its previous level to its current level.

The subject can also choose to forget powers it acquired when advancing to its current level, replacing them with new ones.

The subject can undo decisions of these sorts that were made at lower levels, if both the subject and the manifester agree to pay the necessary XP before this power is manifested (see below). The subject must abide by the standard rules for selecting skills and feats, and so it cannot take feats for which it doesn't qualify or take cross-class skills as class skills.

For instance, a subject, upon attaining her current level, put 2 skill points into Spot and chose the Dodge feat as part of her benefits for level advancement. She has since decided that she would rather have put 2 points in Autohypnosis and taken the Burrowing Power metapsionic feat instead. After this power is manifested on her, she can reverse her earlier decisions. She could also choose to change the power or powers she learned when reaching her current level, but she is happy with her original decision, and so does not change her powers known.

XP Cost: This power costs 50 XP to manifest to reformat choices made when the character reached her current level. For each additional previous level into which the revision reaches, the power costs an additional 50 XP. The manifester and subject split all XP costs evenly.

Psychic Vampire

Psychometabolism
Level: Egoist 4, psychic warrior 4
Display: Mental
Manifesting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Fortitude negates
Power Resistance: Yes
Power Points: 7

This power shrouds your hand or a natural weapon you possess with darkness that you can use to drain an opponent's power.

If you manifest this power to affect your hand, the next successful melee touch attack you make (if the victim fails its Fortitude save) drains 2 power points from your foe for every manifester level you have. The drained points simply dissipate. Your touch attack, charged with psionic power, is treated as an armed attack.

If you manifest this power to affect a natural weapon you possess, you must make a successful melee attack with the weapon to gain the power's benefit.

Against a psionic being that has no power points (such as a psionic character with an empty power point reserve) or a nonpsionic foe, your attack instead deals 2 points of Intelligence, Wisdom, or Charisma damage (your choice).

Psychofeedback

Psychometabolism
Level: Egoist 5, psychic warrior 5
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)
Power Points: 9

You can readjust your body to boost one physical ability score at the expense of one or more other scores. Select one ability score you would like to boost, and increase it by the same amount that you decrease one or more other scores. All score decreases are treated as a special form of ability damage, called ability burn, which cannot be magically or psionically healed—it goes away only through natural healing (see page 67).

You can boost your Strength, Dexterity or Constitution score by an amount equal to your manifester level (or any lesser amount), assuming you can afford to burn your other ability scores to such an extent.

When the duration of this power expires, your ability boost also ends, but your ability burn remains until it is healed naturally.

For example, a 12th-level manifester can boost his Strength score by as much as 12 points if he takes 12 points of ability burn to any of his other five scores. He might decide to split the points evenly between Charisma, Intelligence, and Wisdom, assigning 4 points of ability burn to each.

Quintessence

Metacreativity (Creation)
Level: Shaper 4
Display: Material; see text
Manifesting Time: 1 round
Range: 0 ft.
Effect: 1-inch-diameter dollop of quintessence; see text
Duration: Instantaneous
Saving Throw: None
Power Resistance: No
Power Points: 7

You collapse a bit of time from the continuum, forming a 1-ounce dollop of thick, gooey material called quintessence. This substance shimmers like a silver mirror when viewed from some angles but is transparent from other viewpoints. You can smooth a dollop of quintessence around any extremely small object, such as a key, a ring, a seal, or an insignia.

Objects sealed within quintessence are protected from the effects of time; in practical terms, they enter a state of stasis. Living flesh with only partial contact with quintessence is also partially pulled out of the time stream (the manifester is immune to this effect). This disruption deals 1 point of damage per round beginning 10 rounds after partial contact occurs.

Quintessence can be manually scraped away from a protected object, freeing it to rejoin the time stream. When you do this, there is a 75% chance that the quintessence evaporates back into the continuum. Otherwise, it coalesces again into a 1-inch-diameter bead, available for later use.

Large quantities of quintessence could theoretically be gathered to preserve large items or structures (or even a complete living creature; if completely immersed, a living creature would not take the damage associated with partial contact). However, psionic characters and creatures are generally loath to do so because accumulations of quintessence weighing 1 pound or more hinder psionic activity within a 5-foot radius of the accumulation: Powers require twice as many power points to manifest, unless the manifester makes a successful Will save each time he or she attempts to manifest a power. Also in these circumstances, manifesting a psi-like ability that is usable at will is a full-round action rather than a standard action.

Read Thoughts

Telepathy [Mind-Affecting]
Level: Telepath 2
Display: Mental
Manifesting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation centered on you
Duration: Concentration, up to 1 min./level (D)
Saving Throw: Will negates; see text
Power Resistance: No
Power Points: 3

You know the surface thoughts of the mind of any creature in the area that fails a Will save. A target that succeeds on its save is not affected by this manifestation of the power, even if it leaves the area and then reenters the area before the duration expires.

Creatures of animal intelligence have simple, instinctual thoughts that you can pick up. If you read the thoughts of a creature with an Intelligence of 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the power ends. This power does not let you pinpoint the location of an affected mind if you don't have line of sight to the subject.

Each round, you can turn to use this power in a new area. The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Reality Revision

Clairsentience
Level: Psion/wilder 9
Saving Throw: See text
Power Resistance: See text
Power Points: 17, XP

As *bend reality*, but with more far-reaching effects. A *reality revision* can produce any one of the following effects.

- Duplicate any psion power of 8th level or lower, provided the power is not prohibited to you.
- Duplicate any other power (but not a spell) of 6th level or lower, such as a psychic warrior power.
- Duplicate any psion power of 7th level or lower even if it's a power prohibited to you.
- Undo the harmful effects of many other powers, such as *microcosm*, *geas/quest*, or *insanity*.
- Create a nonpsionic item of up to 25,000 gp in value.
- Create a psionic item, or add to the powers of an existing psionic item (see XP cost below).
- Grant a creature a +1 inherent bonus to an ability score. Two to five *reality revisions* manifested in immediate succession can grant a creature a +2 to +5 inherent bonus to an ability score (two *reality revisions* for a +2 inherent bonus, three *reality revisions* for a +3 inherent bonus, and so on). Inherent bonuses are instantaneous, so they cannot be negated or dispelled. An inherent bonus cannot exceed +5 for a single ability score. Inherent bonuses to a particular ability score do not stack; only the best one applies.
- Remove injuries and afflictions. A single *reality revision* can aid one creature per manifester level, and all subjects are cured of the same kind of affliction. For example, you could heal all the damage you and your companions have taken, or remove all poison effects from everyone in the party, but you can't do both with the same manifestation. *Reality revision* can not restore the experience point loss from manifesting a power or casting a spell, or the level or Constitution loss from being returned to life by those effects that reduce level or Constitution.
- Revive the dead. *Reality revision* can bring a dead creature back to life by duplicating a *resurrection* spell. This power can revive a dead creature whose body has been destroyed, but the task takes two manifestations of *reality revision*, one to

re-create the body and another to infuse the body with life again. *Reality revision* cannot prevent a character who is brought back to life from losing a level.

- Transport travelers. This power can lift one creature per manifester level from anywhere on any plane and place those creatures anywhere else on any plane regardless of local conditions. An unwilling target gets a Will save to negate the effect, and power resistance (if any) applies.
- Undo misfortune. *Reality revision* can undo a single recent event. Manifesting the power forces a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. The reroll, however, may be as bad as or worse than the original roll. An unwilling target gets a Will save to negate the effect, and power resistance (if any) applies.

You can try to use *reality revision* to produce more powerful effects than these, but doing so is dangerous. Such a manifestation gives the DM the opportunity to respond to your request without fulfilling it completely. (The manifestation may pervert your intent into a literal but undesirable fulfillment or only a partial fulfillment.)

Duplicated powers allow saves and power resistance as normal (but save DCs are calculated as though the power is 9th level).

XP Cost: The minimum XP cost for manifesting *reality revision* is 5,000 XP. When a manifestation duplicates a power that has an XP cost, you must pay 5,000 XP or that cost, whichever is more. When a manifestation creates or improves a psionic item, you must pay twice the normal XP cost for crafting or improving the item, plus an additional 5,000 XP.

Recall Agony

Clairsentience [Mind-Affecting]
Level: Psion/wilder 2
Display: Material
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Will half
Power Resistance: Yes
Power Points: 3

The fabric of time parts to your will, revealing wounds your foe has received in the past (or has yet to receive). That foe takes 2d6 points of damage as the past (or future) impinges briefly on the present.

Augment: For every additional power point you spend, this power's damage increases by 1d6 points. For each extra 2d6 points of damage, this power's save DC increases by 1.

Recall Death

Clairsentience [Death, Mind-Affecting]
Level: Psion/wilder 8
Saving Throw: Will partial; see text
Power Points: 15

As *recall agony,* except the wounds revealed by folding the fourth dimension are potentially fatal. If the target fails its Will save. it dies. If the save succeeds, the target instead takes 5d6 points of damage.

Reddopsi

Psychokinesis
Level: Kineticist 7
Display: Auditory, mental, and olfactory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: Until discharged or 10 min./level
Power Points: 13

When you manifest *reddopsi,* powers targeted against you rebound to affect the original manifester. This effect reverses powers that have only you as a target (except *dispel psionics* and similar powers or effects). Powers that affect an area and those that produce effects can't be reversed. *Reddopsi* also can't reverse any power with a range of touch.

Should you rebound a power back against a manifester who also is protected by *reddopsi*, the power rebounds once more upon you.

Remote View Trap

Clairsentience [Electricity]
Level: Psion/wilder 6
Display: Mental and visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 24 hours + 1 hour/level
Saving Throw: Will half; see text
Power Resistance: No
Power Points: 11

When others use *clairvoyant sense, remote viewing*, or other means of scrying you from afar, your prepared trap gives them a nasty surprise. If the scryer fails its saving throw, you are undetected. Moreover, the would-be observer takes 8d6 points of electricity damage. If the scryer makes its saving throw, it takes only 4d6 points of electricity damage and is able to observe you normally. Either way, you are aware of the attempt to view you, but not of the viewer or the viewer's location. It is possible that you might recognize the quasi-real viewpoint of someone using the *remote viewing* power if you could pierce its *invisibility* (which is true for *remote viewing* whether or not you use this power).

Remote Viewing

Clairsentience (Scrying; see text)
Level: Seer 4
Display: Mental
Manifesting Time: 1 hour
Range: See text
Effect: Quasi-real viewpoint
Duration: 1 min./level (D)
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 7, XP

You send your mind across space and dimensions, forming it into a quasi-real viewpoint from which you can see and hear some creature located at any distance from you, even if planar boundaries separate you. If the subject succeeds on a Will save, the *remote viewing* attempt fails, and you can't attempt to view that creature again for at least 24 hours. The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature.

Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

Knowledge	Will Save Modifier
None*	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	–5

*You must have some sort of connection to a creature you have no knowledge of.

Connection	Will Save Modifier
Likeness or picture	–2
Possession or garment	–4
Body part, lock of hair, bit of nail, etc.	–10
Subject on another plane	+5

If the subject fails its Will save, your mind coalesces a quasi-real viewpoint near enough to the subject to see and hear the subject and its immediate surroundings (up 30 feet in all directions away from the subject).

While the *remote viewing* lasts, your real body remains unmoving and unaware of your actual surroundings. On the other hand, your quasi-real viewpoint is treated in some ways as if it were an invisible *ectoplasmic form* of yourself, except as follows. This power is of the Scrying subdiscipline, but use the following information in place of the standard scrying sensor.

As a quasi-real viewpoint, you can speak (though your voice is whispery). You may potentially be sensed by the subject of your viewing (subjects who can see or sense invisible or hidden creatures automatically sense you; otherwise you make a Hide check with a +40 bonus to escape detection if immobile, or a +20 bonus if moving). You could be attacked (although if you become subject to *dispel psionics*, the *remote viewing* simply ends). If the subject moves, you can attempt to follow it at a speed of 20 feet, though if it gets farther than 30 feet from you (or you move farther than 30 feet from it), the power ends.

You can attempt to manifest one power through your quasi-real viewpoint, but you must make a Concentration check (DC 20 + level of the power you wish to manifest) to succeed. Manifesting (or attempting and failing to manifest) a power immediately ends the *remote viewing*. Furthermore, all powers from your quasi-real viewpoint cost twice the usual number of power points (you can't exceed the power point limit set by your manifester level, so you are restricted to manifesting lower-level powers than you otherwise could). Power points you spend as a quasi-real viewpoint are drained from your real body.

XP Cost: 20 XP.

Restoration, Psionic

Psychometabolism (Healing)
Level: Egoist 6
Display: Material
Manifesting Time: 3 rounds
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Power Resistance: Yes (harmless)
Power Points: 11

This power cures all ability damage, and it restores all points drained from a single ability score (your choice if more than one score is drained). It also eliminates any fatigue or exhaustion suffered by the target. *Restoration* does not restore levels or Constitution points lost due to death.

Restoration can remove negative levels. It can also restore one level to a creature who has had a level drained, if the number of days since the creature lost the level is equal to or less than your manifester level. In such a case, *restoration* brings the creature up to the minimum number of experience points necessary to advance it to the next higher level, gaining it an additional Hit Die and level benefits accordingly.

Restore Extremity

Psychometabolism (Healing)
Level: Egoist 5
Display: Auditory
Manifesting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will half (harmless)
Power Resistance: Yes (harmless)
Power Points: 9

You restore a severed extremity to a creature that has lost a digit, hand, arm, leg, or even its head. This power does not restore life, but it returns a lost extremity to a living or dead creature if the creature is otherwise mostly intact. The original extremity need not be present when this power is manifested; a new extremity is created by the power. If a head is restored to a body, the original head (if not already destroyed) loses all spark of identity, and can be considered so much dead tissue.

Retrieve

Psychoportation (Teleportation)
Level: Psion/wilder 6
Display: Visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One object you can hold or carry in one hand, weighing up to 10 lb./level
Duration: Instantaneous
Saving Throw: Will negates; see text
Power Resistance: No
Power Points: 11

You automatically teleport an item you can see within range directly to your hand. If the object is in the possession of an opponent, it comes to your hand if your opponent fails a Will save.

Augment: For every additional power point you spend, the weight limit of the target increases by 10 pounds.

Schism

Telepathy [Mind-Affecting]
Level: Telepath 4
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)
Power Points: 7

Your mind splits into two independent parts. Each part functions in complete autonomy, like two characters in one body. Your new "second mind" does not control your body physically but is free to take one standard action in each round if the action is purely mental (such as manifesting a power) in the same round you take your normal actions. Your second mind can manifest powers using your power point reserve, but only as if your manifester level were six lower than it is.

Thus, if your manifester level is 8th, your second mind has a manifester level of 2nd, limiting the number of power points you can spend with your second mind to 2. Your second mind doesn't provoke attacks of opportunity when manifesting a power, because doing so doesn't distract your primary mind.

Your second mind takes its first action on your turn in the round after *schism* is manifested.

Both your minds communicate with each other telepathically.

If you are subject to a compulsion or charm effect while you are of two minds, make a second saving throw if you fail the first. If you fail both, then the *schism* ends and you are affected normally by the power. If you fail just one, the *schism* ends immediately, but you are not subject to the compulsion or charm.

Your second mind does not gain any advantages if you are subject to a *haste* effect, although you gain the overall standard benefits.

Second Chance

Clairsentience
Level: Seer 5
Display: Mental
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level or until discharged
Power Points: 9

You take a hand in influencing the probable outcomes of your immediate environment. You see the many alternative branches that reality could take in the next few seconds, and with this foreknowledge you gain the ability to reroll one attack roll, one saving throw, one ability check, or one skill check each round. You must take the result of the reroll, even if it's worse than the original roll. You do not have to make another roll if satisfied with your original roll.

Sense Link

Telepathy [Mind-Affecting]
Level: Psion/wilder 1
Display: Visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One willing creature
Duration: Concentration, up to 1 min./level
Power Points: 1

You perceive what the subject creature perceives using its sight, hearing, taste, or smell. Only one sense is linked, and you cannot switch between senses with the same manifestation. For example, you could see what the subject sees, or hear what it hears, or taste what it tastes, and so on. You make any skill checks involving senses, such as Spot or Listen, as the subject, and only within the subject's field of view. You lose your Dexterity bonus to AC while directly sensing what the subject senses.

Most manifesters choose to link to the subject's vision, taste, or hearing. Once *sense link* is manifested, the link persists even if the subject moves out of the range of the original manifestation (but the link does not work across planes). You do not control the subject, nor can you communicate with it by means of this power.

The strength of the subject's linked sense could be enhanced by other powers or items, allowing you the same enhanced sense. You are subject to any gaze attack affecting the subject creature (if you linked vision). If you are blinded or deafened, or suffer some other sensory deprivation, the linked creature functions as an independent sensory organ, and provides you the benefit of the linked sense from its perspective while this power's duration lasts.

Augment: You can augment this power in one or both of the following ways.

1. If you spend 2 additional power points, you can have the subject perceive one of your senses instead of the other way around.
2. If you spend 4 additional power points, you can link to a second sense of the same subject.

Sense Link, Forced

Telepathy [Mind-Affecting]
Level: Psion/wilder 2
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 3

As *sense link*, except you can use this power on any creature (willing or unwilling), and this power can't be augmented.

Sensitivity to Psychic Impressions

Clairsentience
Level: Seer 2
Display: Auditory and material
Manifesting Time: 1 hour
Range: Close (25 ft. + 5 ft./2 levels)
Area: Spread with a radius of 25 ft. + 5 ft./2 levels, centered on you
Duration: Concentration, up to 10 min./level
Saving Throw: None
Power Resistance: No
Power Points: 3

You gain historical vision in a given location. Rooms, streets, tunnels, and other discrete locations accumulate psychic impressions left by powerful emotions experienced in a given area. These impressions offer you a picture of the location's past.

The types of events most likely to leave psychic impressions are those that elicited strong emotions: battles and betrayals, marriages and murders, births and great pain, or any other event where one emotion dominates. Everyday occurrences leave no residue for a manifester to detect.

The vision of the event is dreamlike and shadowy. You do not gain special knowledge of those involved in the vision, though you might be able to read large banners or other writing if they are in your language.

For example, you could manifest *sensitivity to psychic impressions* in the nave of a shattered chapel. The vision you gain is of a mob of terrified parishioners fleeing the chapel through front and side doors, and even through windows. Meanwhile, a demonic presence bursts through the floor of the nave and systematically begins to desecrate the former holy site. The primary emotion you perceive is terror.

Beginning with the most recent significant event at a location and working backward in time, you can sense one distinct event for every 10 minutes you maintain concentration, if any such events exist to be sensed. Your sensitivity extends into the past a maximum number of years equal to 100 × your manifester level.

Sequester, Psionic

Clairsentience
Level: Psion/wilder 7
Display: None
Manifesting Time: 1 standard action
Range: Touch
Target: One willing creature or one object (up to a 2-ft. cube/level) touched
Duration: One day/level (D)
Saving Throw: None or Will negates (object)
Power Resistance: No or Yes (object)
Power Points: 13, XP

As *sequester* (page 276 of the *Player's Handbook*), except as noted here.

XP Cost: 75 XP.

Shadow Body

Psychometabolism
Level: Psion/wilder 8
Display: Auditory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)
Power Points: 15

Your body and all your equipment are subsumed by your shadow. As a living shadow, you blend perfectly into any other shadow and vanish in darkness. You appear as an unattached shadow in areas of full light. You can move at your normal speed, on any surface, including walls and ceilings, as well as across the surfaces of liquids—even up the face of a waterfall. Your space does not change, so you cannot move into locations you would not normally be able to move into.

While in your *shadow body,* you gain damage reduction 10/magic and darkvision out to 60 feet. You are immune to extra damage from critical hits, ability damage, disease, drowning, and poison. You take only half damage from acid, electricity, and fire of all kinds.

While affected by this power, you can be detected by powers that read thoughts, life, or presences (including *true seeing*), or if you make suspicious movements in lighted areas. You cannot harm anyone physically or manipulate any objects, but you can use your powers normally. Doing so may attract notice, but if you remain in a shadowed area, you get a +15 bonus on your Hide check to remain unnoticed.

Share Pain

Psychometabolism
Level: Psion/wilder 2
Display: Material and mental
Manifesting Time: 1 standard action
Range: Touch
Targets: You and one willing creature, or two willing creatures; see text
Duration: 1 hour/level (D)
Power Points: 3

This power creates a psychometabolic connection between you and a willing subject so that some of your wounds are transferred to the subject. You take half damage from all attacks that deal hit point damage to you, and the subject takes the remainder. The amount of damage not taken by you is taken by the subject. If your hit points are reduced by a lowered Constitution score, that reduction is not shared with the subject because it is not a form of hit point damage. When this power ends, subsequent damage is no longer divided between the subject and you, but damage already shared is not reassigned.

If you and the subject move farther away from each other than close range, the power ends.

You can manifest this power on two willing subjects, one of which you designate to share its damage with the other.

Share Pain, Forced

Psychometabolism
Level: Psion/wilder 3
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level (D)
Saving Throw: Fortitude negates
Power Resistance: Yes
Power Points: 5

As *share pain,* except as noted here. You attempt to force the sharing of your wounds with an unwilling creature, and for less time. If you are immune to the type of damage dealt, or if you convert lethal damage into nonlethal damage, the target takes no damage.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Shatter Mind Blank

Telepathy
Level: Psion/wilder 5
Display: Olfactory
Manifesting Time: 1 standard action
Range: 30 ft.
Area: 30-ft.-radius burst centered on you
Duration: Instantaneous
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 9

This power can negate a *psionic mind blank* or a *personal mind blank* affecting the target. If the target fails its save and does not overcome your attempt with its power resistance, you can shatter the mind blank by making a successful check (1d20 + your manifester level, maximum +20) against a DC equal to 11 + the manifester level of the creator of the *mind blank* effect. If you succeed, the *psionic mind blank* or *personal mind blank* ends, allowing you to affect the target thereafter with mind-affecting powers.

Skate

Psychoportation
Level: Psion/wilder 1, psychic warrior 1
Display: Material and visual
Manifesting Time: 1 standard action
Range: Personal or touch; see text
Target: You or one willing creature or one unattended object (total weight up to 100 lb./level); see text
Duration: 1 min./level (D)
Saving Throw: None

Power Resistance: Yes (harmless, object)
Power Points: 1

You, another willing creature, or an unattended object can slide along solid ground as if on smooth ice. If you manifest *skate* on yourself or another creature, the subject of the power retains equilibrium by mental desire alone, allowing her to gracefully skate along the ground, turn, or stop suddenly as desired. The skater's land speed increases by 15 feet. (This adjustment is treated as an enhancement bonus.) As with any effect that increases speed, this power affects the subject's maximum jumping distance.

The subject can skate up or down any incline or decline she could normally walk upon without mishap, though skating up an incline reduces the subject's speed to normal, while skating down a decline increases her speed by an additional 15 feet. (This adjustment is treated as a circumstance bonus.)

If you manifest *skate* on an object, treat the object as having only one-tenth of its normal weight for the purpose of dragging it along the ground.

Solicit Psicrystal

Telepathy
Level: Psion/wilder 3
Display: Auditory
Manifesting Time: 1 swift action
Range: Close (25 ft. + 5 ft./2 levels)
Target: Your psicrystal
Duration: 1 round/level (D)
Saving Throw: No
Power resistance: No
Power Points: 5

Your psicrystal takes over the responsibility of maintaining concentration on any single power you have manifested and are concentrating on. While maintaining this concentration, the psicrystal is limited to move actions in each round, as normal. When the duration of *solicit psicrystal* expires, the power you transferred to the psicrystal ends (even if this would mean that the power ends earlier than normal). If necessary, the psicrystal makes Concentration checks using your Concentration modifier.

You can manifest this power (and transfer the responsibility) with an instant thought, quickly enough to gain the benefit of the power before you take any other actions in a round. Manifesting the power is a swift action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You cannot manifest this power when it isn't your turn.

Augment: For every additional power point you spend, this power's maximum duration increases by 1 round.

Steadfast Perception

Clairsentience
Level: Psychic warrior 4
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level (D)
Power Points: 7

Your vision cannot be distracted or misled, granting you immunity to all figments and glamers (such as *invisibility*). Moreover, your Spot and Search checks receive a +6 enhancement bonus for the duration of this power. This power also grants you another saving throw against someone using *false sensory input* on you, but you must realize that that power has been used in order to know enough to manifest *steadfast perception*.

Stomp

Psychokinesis
Level: Psychic warrior 1
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: 20 ft.
Area: Cone-shaped spread
Duration: Instantaneous
Saving Throw: Reflex negates
Power Resistance: No
Power Points: 1

Your foot stomp precipitates a psychokinetic shock wave that travels along the ground, toppling creatures and loose objects. The shock wave affects only creatures standing on the ground within the power's area. Creatures that fail their saves are thrown to the ground, become prone, and take 1d4 points of nonlethal damage.

Augment: For every additional power point you spend, this power's nonlethal damage increases by 1d4 points.

Strength of My Enemy

Psychometabolism
Level: Psychic warrior 2
Display: Visual; see text
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)
Power Points: 3

You gain the ability to siphon away your enemy's strength for your own use.

One of your natural or manufactured weapons becomes the instrument of your desire, and deals 1 point of Strength damage on each successful hit. You gain that point of Strength as an enhancement bonus to your Strength score. Strength you siphon from different foes is tracked separately—the total siphoned from each individual foe is considered a separate enhancement bonus to your Strength (maximum +8), and you gain only the highest total.

Augment: You can augment this power in one or both of the following ways.

1. For every 3 additional power points you spend, the maximum enhancement bonus you can add to your Strength increases by 2.
2. If you spend 6 additional power points, you can manifest this power as a swift action.

Suggestion, Psionic

Telepathy (Compulsion) [Mind-Affecting, Language-Dependent]
Level: Telepath 2
Display: Auditory
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 hour/level or until completed
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 3

As *suggestion* (page 285 of the *Player's Handbook*), except as noted here.

Augment: For every 2 additional power points you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

Suspend Life

Psychometabolism
Level: Psion/wilder 6, psychic warrior 6
Display: Olfactory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: Permanent unless ended or dismissed; see text
Power Points: 11

You can place yourself into a trance so deep that you are almost in suspended animation. Even powers that detect life or thought are incapable of determining that you are alive.

While you are suspended, you are aware of your surroundings. You feel the passage of one day for every year that actually passes. Though on a slower schedule, you grow hungry after a "day" without food (though a year passes in actuality) and begin to suffer the effects of thirst and starvation as appropriate.

If you take any damage, you come out of your trance 4 rounds later. The trance can also be ended by a successful use of *dispel psionics*. If you choose to dismiss the power, your trance ends 10 rounds later.

Sustenance

Psychometabolism
Level: Psion/wilder 2, psychic warrior 2
Display: Material
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: Instantaneous
Power Points: 3

You can go without food and water for one day. Each time you manifest this power, your body manufactures sufficient solid and liquid nourishment to satisfy your needs for that time.

Illus. by S. Wood

The synesthete power also provides immunity to gaze attacks

Swarm of Crystals

Metacreativity (Creation)
Level: Psion/wilder 2
Display: Material
Manifesting Time: 1 standard action
Range: 15 ft.
Area: Cone-shaped spread
Duration: Instantaneous
Saving Throw: None
Power Resistance: No
Power Points: 3

Thousands of tiny crystal shards spray forth in an arc from your hand. These razorlike crystals slice everything in their path. Anyone caught in the cone takes 3d4 points of slashing damage.

Augment: For every additional power point you spend, this power's damage increases by 1d4 points.

Synesthete

Psychometabolism
Level: Psion/wilder 1, psychic warrior 1
Display: Material
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level (D)
Power Points: 1

You receive one kind of sensory input when a different sense is stimulated. In particular, you can either feel light or feel sound. You can shift your stimulated sense between these two options once per round as a swift action. Your senses continue to work normally as well, unless they are impaired for some reason.

Your face must be uncovered to use this power, because it is the skin of your face that acts as the sensory receiver.

If you are feeling light by absorbing ambient light onto your skin, you have your normal visual abilities (except for darkvision), even if your eyes are closed or you are blinded. If your eyes are working normally, you gain a +4 circumstance bonus on all Spot and Search checks. While feeling light, you are immune to gaze attacks.

If you are feeling sound by absorbing sound onto your skin and your ears are working normally, the expanded audio input provides you with a +4 circumstance bonus on Listen checks.

Psionic or magical displacement effects, invisibility effects, illusions, and other similar effects confuse your *synesthete* senses just as they would your normal senses.

You can also use this power to see sound if you are deafened, or hear light if you are blinded, thus removing all penalties associated with either condition (though you gain no bonuses for using the power in this way if you are not deafened or blinded).

Telekinetic Force

Psychokinesis [Force]
Level: Psion/wilder 3
Display: Visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One object at a time
Duration: Concentration, up to 1 round/level
Saving Throw: Will negates (object); see text
Power Resistance: Yes (object)
Power Points: 5

You move an object by concentrating your mind upon its current location and then the location you desire, creating a sustained force. You can move an object weighing no more than 250 pounds up to 20 feet per round. A creature can negate the effect on an object it possesses with a successful Will save or with power resistance. The weight can be moved across the ground or through the air.

This power ends if the object is forced out of range. If you cease concentration, the object falls or stops. You can drop a weight and pick up another during the power's duration, as long as you don't stop concentrating on maintaining the power.

An object can be telekinetically manipulated as if you were moving it with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. You might even be able to tie or untie simple knots, though delicate activities such as these require Intelligence checks against a DC set by the DM.

If you spend at least 5 rounds concentrating on an unattended object, you can attempt to break or burst it as if making a Strength check, except that you apply your key ability modifier to the check instead of your Strength modifier.

Augment: For every additional power point you spend, the weight limit of the target increases by 25 pounds.

Telekinetic Maneuver

Psychokinesis [Force]
Level: Psion/wilder 4
Display: Visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Concentration, up to 1 round/level
Saving Throw: None
Power Resistance: Yes
Power Points: 7

You can affect a foe by concentrating your mind upon its current status and the status you desire, once per round. You can perform a bull rush, a disarm, a grapple (including a pin), or a trip. Resolve these attempts as normal, except that they don't provoke attacks of opportunity, you use your manifester level in place of your base attack bonus (for disarm and grapple attempts), you use your Intelligence modifier in place of your Strength modifier or Dexterity modifier, and a failed attempt doesn't allow a reactive attempt by the target (such as normally allowed on disarm or trip attempts). No save is allowed against these attempts, but power resistance applies normally.

Augment: For every 2 additional power points you spend, this power grants a +1 bonus on your checks involving bull rush, disarm, grapple, or trip attempts.

Telekinetic Sphere, Psionic

Psychokinesis [Force]
Level: Kineticist 8
Display: Material
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: 1-ft.-diameter/level sphere, centered around creatures or objects
Duration: 1 min./level (D)
Saving Throw: Reflex negates (object)
Power Resistance: Yes (object)
Power Points: 15

As *Otiluke's telekinetic sphere* (page 259 of the *Player's Handbook*), except as noted here.

Telekinetic Thrust

Psychokinesis
Level: Psion/wilder 3
Display: Visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target or Targets: One or more objects or creatures with a total weight of 250 lb. or less
Duration: Instantaneous
Saving Throw: Will negates or Will negates (object); see text
Power Resistance: Yes or Yes (object); see text
Power Points: 5

You can affect one or more objects or creatures by concentrating your mind upon, sending them in a deadly hail at your foes—or simply by hurling your foe! You can hurl one object or creature per manifester level (maximum fifteen separate targets), as long as all are within the power's range and each is no more than 10 feet away from another one. Each object or creature can be hurled a maximum distance of 10 feet per level.

You must succeed on ranged attack rolls (one per creature or object thrown) to hit the target of the hurled items with the items, applying your Intelligence modifier to the attack roll instead of your Dexterity modifier.

Hurled weapons deal their standard damage (your Strength bonus does not apply; arrows or bolts deal damage as daggers of their size when

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used in this manner). Other objects deal damage ranging from 1 point per 25 pounds of weight (for less dangerous objects such as an empty barrel) to 1d6 points per 25 pounds of weight (for hard, dense objects such as a boulder).

Creatures are allowed Will saves (and power resistance) to negate the effect, as are those whose held possessions are targeted by this power. If you use this power to hurl a creature against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

Augment: For every additional power point you spend, the weight limit of the target or targets increases by 25 pounds.

Telempathic Projection

Telepathy (Charm) [Mind-Affecting]
Level: Psion/wilder 1
Display: Visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 min./level
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 1

You alter the subject's mood, adjusting its attitude toward you by one step in a positive direction. For instance, an unfriendly creature can be made indifferent, or a hostile creature unfriendly (see Influencing NPC Attitudes, page 72 of the *Player's Handbook*).

You can grant a +4 bonus on your own (or others') Bluff, Diplomacy, Intimidate, Perform, or Sense Motive checks involving the affected creature.

Teleport, Psionic

Psychoportation (Teleportation)
Level: Nomad 5
Display: Visual
Manifesting Time: 1 standard action
Range: Personal and touch
Target or Targets: You and touched objects or other touched willing creatures
Duration: Instantaneous
Saving Throw: None or Will negates (object)
Power Resistance: No or Yes (object)
Power Points: 9

As *teleport* (page 292 of the *Player's Handbook*), except as noted here.

Teleport, Psionic Greater

Psychoportation (Teleportation)
Level: Psion/wilder 8
Power Points: 15

As *greater teleport* (page 293 of the *Player's Handbook*), except as noted here.

Teleportation Circle, Psionic

Psychoportation (Teleportation)
Level: Nomad 9
Display: Mental
Manifesting Time: 10 minutes
Range: 0 ft.
Effect: 5-ft.-radius circle that teleports those who activate it
Duration: 10 min./level (D)
Saving Throw: None
Power Resistance: Yes
Power Points: 17

As *teleportation circle* (page 293 of the *Player's Handbook*), except as noted here.

Teleport Trigger

Psychoportation (Teleportation)
Level: Nomad 5
Display: Material
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level (D)
Power Points: 9

You specify a situation that triggers your automatic manifestation of a *psionic teleport*, taking you to a predetermined location. You must know the *psionic teleport* power and have sufficient power points to manifest it when the specified situation occurs.

The *teleport trigger* goes off on the initiative count immediately after the specified situation occurs, even if you are flat-footed or you have already taken your turn in the current round. The specified situation can be described in general terms ("if I'm attacked") or specific terms ("if my hit points drop to 9 or lower").

Temporal Acceleration

Psychoportation
Level: Psion/wilder 6
Display: None
Manifesting Time: 1 swift action

Temporal acceleration

Range: Personal
Target: You
Duration: 1 round (in apparent time); see text
Power Points: 11

You enter another time frame, speeding up so greatly that all other creatures seem frozen, though they are actually still moving at normal speed. You are free to act for 1 round of apparent time. You can manifest powers, cast spells, move, or perform other types of actions, subject to the restrictions outlined below.

While your *temporal acceleration* is in effect, other creatures are invulnerable to your attacks and powers. This means you cannot target a creature with any attack or power. However, a power you manifest that affects an area and has a duration longer than the remaining duration of your *temporal acceleration* has its normal effect on creatures in the area once this power ends.

You can affect an unattended object but not an object held, carried, or worn by another creature. You are undetectable by any means while your *temporal acceleration* lasts.

While under the effect of this power, you cannot enter an area protected by a *null psionics field* or by a power or spell that neutralizes high-level powers or spells. Normal and magical fire, cold, acid, and the like can still harm you.

When your *temporal acceleration* expires, you resume acting during your current turn in the standard time frame. You are shaken for 1 round upon your return to the standard time frame.

Splintered or partitioned minds within your own mind, such as might be in effect through the use of powers such as *schism*, are not temporally speeded up, even if your second mind manifested this power (your primary mind gains the benefit, while your second mind remains stuck in the standard time frame).

Manifesting this power is a swift action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You cannot manifest this power when it isn't your turn.

Augment: For every 4 additional power points you spend, this power's duration (in apparent time) increases by 1 round.

Thicken Skin

Psychometabolism
Level: Egoist 1, psychic warrior 1
Display: Material and olfactory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level
Power Points: 1

Your skin or natural armor thickens and spreads across your body, providing a +1 enhancement bonus to your Armor Class.

Augment: You can augment this power in one or both of the following ways.

1. For every 3 additional power points you spend, the enhancement bonus increases by 1.
2. If you spend 6 additional power points, you can manifest this power as a swift action.

Thought Shield

Telepathy [Mind-Affecting]
Level: Psion/wilder 2, psychic warrior 2
Display: Auditory
Manifesting Time: 1 immediate action
Range: Personal
Target: You
Duration: 1 round
Power Points: 3

You fortify your mind against intrusions, gaining power resistance 13 against all mind-affecting powers.

You can manifest this power instantly, quickly enough to gain its benefits in an emergency. Manifesting the power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You can use this power even when it's not your turn.

Augment: For every additional power point you spend, this power's duration increases by 1 round, and the power resistance it provides increases by 1 point.

Time Hop

Psychoportation
Level: Psion/wilder 3
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One Medium or smaller creature, or one object weighing 300 lb. or less
Duration: 1 round/level; see text
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 5

The subject of the power hops forward in time 1 round for every manifester level you have. In effect, the subject seems to disappear in a shimmer of silver energy, then reappear after the duration of this power expires. The subject reappears in exactly the same orientation and condition as before. From the subject's point of view, no time has passed at all.

In each round of the power's duration, on what would have been the subject's turn, it can attempt a DC 15 Wisdom check. Success allows the subject to return. The subject can act normally on its next turn after this power ends.

If the space from which the subject departed is occupied upon his return to the time stream, he appears in the closest unoccupied space, still in his original orientation. Determine the closest space randomly if necessary.

Augment: You can augment this power in one or both of the following ways.

1. For every 2 additional power points you spend, you can affect a creature of one size category larger, or double the weight of an object to be affected.
2. For every 2 additional power points you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

Time Hop, Mass

Psychoportation
Level: Nomad 8
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)

Targets: All willing creatures in range
Duration: Up to 1 hour/level; see text
Power Points: 15

As *time hop*, except you can affect any number of willing subjects in range, including yourself. You can choose which creatures are affected by the power. The subjects hop forward in time a number of hours equal to your manifester level, or some shorter number of hours; you decide how many hours the *mass time hop* lasts when you manifest the power.

Augment: If you spend 6 additional power points, you can manifest this power as an immediate action.

Time Regression

Psychoportation
Level: Nomad 9
Display: None
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: Instantaneous
Power Points: 17, XP

You can regress apparent time 1 round into the past. In effect, you "replay" the previous round of activity. The power regresses time to the point along the time stream just prior to your previous turn, undoing the effects of everyone else's actions in the meantime. Once you have used *time regression*, only you retain knowledge of what happened during the round that is being replayed; however, you can communicate that knowledge verbally to your companions, if desired. During the round that you live through a second time, you can act on knowledge you previously gained by already living through the immediate future. In all likelihood, you'll probably not choose to manifest *time regression* during your second pass through the time stream, instead taking completely new actions, but you pay the XP cost all the same.

XP Cost: 1,000 XP.

Timeless Body

Psychoportation
Level: Psion/wilder 9
Display: Material
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round
Power Points: 17

Your body ignores all harmful (and helpful) effects, beginning when you finish manifesting this power and ending at the end of your next turn. While *timeless body* is in effect, you are invulnerable to all attacks and powers.

This power cannot be quickened.

Tongues, Psionic

Telepathy [Mind-Affecting]
Level: Psion/wilder 2
Display: None
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level
Power Points: 3

As *tongues* (page 294 of the *Player's Handbook*), except as noted here. This power does not enable you to speak with creatures immune to mind-affecting powers.

Tornado Blast

Psychokinesis
Level: Kineticist 9
Display: Auditory and visual; see text
Manifesting Time: 1 round
Range: Long (400 ft. + 40 ft./level)
Area: 40-ft.-radius spread
Duration: Instantaneous
Saving Throw: Reflex half; see text
Power Resistance: No
Power Points: 17

You induce the formation of a slender vortex of fiercely swirling air. When you manifest it, a vortex of air visibly and audibly snakes out from your outstretched hand.

If you want to aim the vortex at a specific creature, you can make a ranged touch attack to strike the creature. If you succeed, direct contact with the vortex deals 8d6 points of damage to the creature (no save).

Regardless of whether your ranged touch attack hits (and even if you forgo the attack), all creatures in the area (including the one possibly damaged by direct contact) are picked up and violently dashed about, dealing 17d6 points of damage to each one. Creatures that make a successful Reflex save take half damage.

After being dashed about, each creature that was affected finds itself situated in a new space 1d4 × 10 feet away from its original space in a random direction. Walls and other barriers can restrict this relocation; in such a case, the creature ends up adjacent to the barrier.

Augment: For every additional power point you spend, this power's area damage (not the damage from direct contact dealt to a specific creature) increases by 1d6 points (to a maximum of 24d6 points). For each extra 2d6 points of damage, this power's save DC increases by 1.

Touchsight

Psychometabolism
Level: Psion/wilder 3
Display: Visual
Manifesting Time: 1 standard action
Range: Personal; see text
Target: You
Duration: 1 min./level (D)
Power Points: 5

You generate a subtle telekinetic field of mental contact, allowing you to "feel" your surroundings even in total darkness or when your sight would otherwise be obscured by your physical environment. Your *touchsight* field emanates from you out to 60 feet.

You ignore invisibility, darkness, and concealment, though you must have line of effect to a creature or an object to discern it. You do not need to make Spot or Listen checks to notice creatures; you can detect and pinpoint all creatures within 60 feet. In many circumstances, comparing your regular senses to what you learn with *touchsight* is enough to tell you the difference between visible, invisible, hiding, and concealed creatures.

Augment: For every 2 additional power points you spend, the radius of your *touchsight* field increases by 10 feet.

Tower of Iron Will

Telepathy [Mind-Affecting]
Level: Psion/wilder 5

Display: Auditory
Manifesting Time: 1 immediate action
Range: 10 ft.
Area: 10-ft.-radius emanation centered on you
Duration: 1 round
Saving Throw: None (harmless)
Power Resistance: Yes (harmless)
Power Points: 9

You generate a bastion of thought so strong that it offers protection to you and everyone around you, improving the self-control of all. You and all creatures in the power's area gain power resistance 19 against all mind-affecting powers.

You can manifest this power instantly, quickly enough to gain its benefits in an emergency. Manifesting the power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You can use this power even when it is not your turn.

Augment: For every additional power point you spend, this power's duration increases by 1 round and the power resistance it provides increases by 1 point.

Trace Teleport

Clairsentience
Level: Psion/wilder 4
Display: Visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: Spread with a radius of 25 ft. + 5 ft./2 levels, centered on you
Duration: Instantaneous
Saving Throw: None
Power Resistance: No
Power Points: 7

As *detect teleportation*, except you can trace the destination of any psionic or magical teleportation made by others within this power's area within the last minute.

You know the direction and distance the individuals traveled and could teleport to the location yourself if you so desired (and if you know the *psionic teleport* power), as if you had "seen casually" the location. This power does not grant you any information on the conditions at the other end of the trace beyond the mental coordinates of the location.

Augment: If you spend 2 additional power points, this power's range increases to Medium (100 ft. + 10 ft./level).

True Creation

Metacreativity (Creation)
Level: Shaper 9
Duration: Instantaneous
Power Points: 17, XP

As *psionic major creation*, except items created are enduring and cannot be negated by dispelling magic or negating powers. For all intents and purposes, these items are completely real.

XP Cost: 1/5 of the item's gold piece value (see the *Player's Handbook* and the *Dungeon Master's Guide* for item prices), or a minimum of 1 XP.

True Metabolism

Psychometabolism
Level: Psion/wilder 8
Display: Material
Manifesting Time: 1 round
Range: Personal
Target: You
Duration: 1 min./level
Power Points: 15

You are difficult to kill while this power persists. You automatically heal damage at the rate of 10 hit points per round.

This power is not effective against damage from starvation, thirst, or suffocation. Also, attack forms that don't deal hit point damage (for example, most poisons) ignore *true metabolism*.

You can also use this power to regrow lost portions of your body and to reattach severed limbs or body parts, if you do nothing but concentrate on regrowing the lost body part or reattaching the severed limb for the duration of the power. You do not gain the benefits described earlier when you manifest *true metabolism* for this purpose.

You must have a Constitution score to gain any of this power's benefits.

True Seeing, Psionic

Clairsentience
Level: Psion/wilder 5
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level
Power Points: 9

As *true seeing* (page 296 of the *Player's Handbook*), except as noted here.

Truevenom

Psychometabolism
Level: Psychic warrior 4
Display: Material; see text
Manifesting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 min./level or until discharged
Saving Throw: None and Fortitude negates; see text
Power Points: 7

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*), you can use this power to produce a horrible poison that coats one of your claws.

On your next successful melee attack with the claw during the power's duration, the poison deals 1d8 points of Constitution damage immediately and another 1d8 points of Constitution damage 1 minute later. The target of your attack can negate each instance of damage with a Fortitude save.

Truevenom Weapon

Psychometabolism (Creation)
Level: Psychic warrior 4
Range: Touch
Target: Weapon touched
Power Points: 7

As *truevenom*, except your weapon gains the poison coating as long as it remains in your grip, until the effect is discharged, or until the duration expires, whichever occurs first.

Ubiquitous Vision

Clairsentience
Level: Psion/wilder 3, psychic warrior 3
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level (D)
Power Points: 5

You have metaphoric "eyes in the back of your head," and on the sides and top as well, granting you benefits in specific situations.

In effect, you have a 360-degree sphere of sight, allowing you a perfect view of creatures that might otherwise flank you. Thus, flanking opponents gain no bonus on their attack rolls, and rogues are denied their sneak attack ability because you do not lose your Dexterity bonus (but they may still sneak attack you if you are caught flat-footed). Your Spot and Search checks gain a +4 enhancement bonus. Concurrently, you take a –4 penalty on saves against all gaze attacks during the power's duration.

Ultrablast

Telepathy [Mind-Affecting]
Level: Psion/wilder 7
Display: Auditory; see text
Manifesting Time: 1 standard action
Range: 15 ft.
Area: 15-ft.-radius spread centered on you
Duration: Instantaneous
Saving Throw: Will half
Power Resistance: Yes
Power Points: 13

You "grumble" psychically (which both psionic and nonpsionic creatures can detect), then release a horrid shriek from your subconscious that disrupts the brains of all enemies in the power's area, dealing 13d6 points of damage to each enemy.

Augment: For every additional power point you spend, this power's damage increases by 1d6 points.

Vampiric Blade

Psychometabolism
Level: Psychic warrior 3
Display: Material and visual
Manifesting Time: 1 standard action
Range: 0 ft.
Target: One weapon you hold
Duration: 1 round/level
Power Points: 5

As *claws of the vampire*, except your weapon is affected as long as it remains in your grip or until this power's duration expires.

Vigor

Psychometabolism
Level: Psion/wilder 1, psychic warrior 1
Display: Material and olfactory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level
Power Points: 1

You suffuse yourself with power, gaining 5 temporary hit points. Using this power again when an earlier manifestation has not expired merely replaces the older temporary hit points (if any remain) with the newer ones.

Augment: For every additional power point you spend, the number of temporary hit points you gain increases by 5.

Wall of Ectoplasm

Metacreativity (Creation)
Level: Psion/wilder 4
Display: Visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius of up to 1 ft./level
Duration: 1 min./level (D)
Saving Throw: None
Power Resistance: No
Power Points: 7

You fashion a roiling wall of ectoplasm, imbuing it with solidity. The wall cannot move once it is formed. It is 1 inch thick per four manifester levels and occupies up to one 5-foot square per level. Each 5-foot square of the wall has 10 hit points per inch of thickness and hardness 5. A section of the wall whose hit points drop to 0 is breached. If a creature tries to break through the wall, the DC for the Strength check is 15 + 2 per inch of thickness.

The *wall of ectoplasm* is susceptible to *dispel psionics*, but it gains a +4 bonus on any check to determine whether the wall is negated. Spells, powers, and breath weapons cannot pass through the wall in either direction (though they could damage it). It blocks ethereal creatures as well as material creatures (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings). The wall is opaque, so neither vision nor gaze attacks operate through it.

The wall does not block psychoportive travel, such as that provided by the *psionic teleport* power.

You can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level or into a sphere or hemisphere with a radius of up to 1 foot per level.

The *wall of ectoplasm* must be continuous and unbroken when manifested. If its surface is interrupted by any object or creature, the power fails.

Wall Walker

Psychoportation
Level: Psychic warrior 2
Display: Material
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level
Power Points: 3

You can walk on vertical surfaces or even traverse ceilings (you need not make Climb checks to traverse these surfaces). Because of the need to keep at least one foot in contact with the wall or ceiling at all times, you cannot jump or use the run action, and you can move at only half speed.

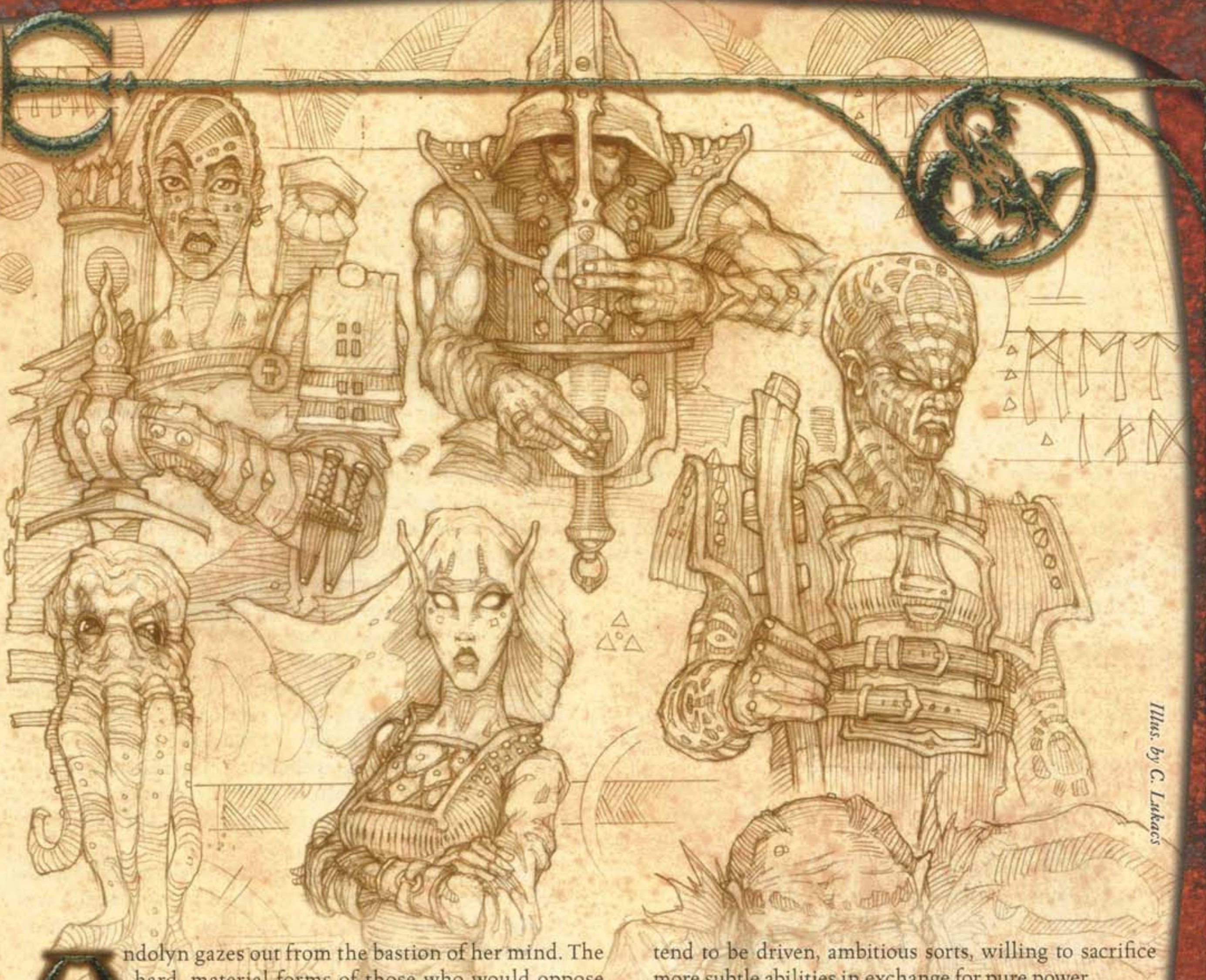
You retain your Dexterity bonus to Armor Class, if any, and opponents gain no special bonuses against you.

Weapon of Energy

Psychokinesis [see text]
Level: Psychic warrior 4
Display: Visual
Range: Touch
Target: Weapon touched
Duration: 1 round/level
Saving Throw: Fortitude negates (object, harmless)
Power Resistance: None
Power Points: 7

As *claw of energy*, except this power can be manifested on a touched weapon.

This power's subtype is the same as the type of energy infused in the touched weapon.



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Andolyn gazes out from the bastion of her mind. The hard, material forms of those who would oppose her are almost amusing in their crudeness. Had she a body, a smile would paint her lips. But she has no need for a body; she has progressed beyond the requirements of physicality. Let her foes marvel at the translucent form before them. As an entity of pure mind called a psion uncarnate, Andolyn has become a psionic force to be reckoned with.

This chapter provides information about nine psionic prestige classes, specialist options that add flavor to a campaign. As described on page 176 of the *Dungeon Master's Guide*, characters who qualify can multiclass with a prestige class when they advance in level. Taking a prestige class does not incur the experience point penalty normally associated with multiclassing. Psionic prestige classes offer special abilities and powers otherwise inaccessible to PCs and focus them in specific, extraordinary directions.

Allowing PCs access to prestige classes is purely optional and always under the purview of the DM. Prestige classes are idiosyncratic to each campaign, and DMs may choose to not allow them or to use them only for NPCs.

CEREBREMANCER

Cerebremancers access both the arcane mysteries of spellcasting and the psionic powers of the mind. Cerebremancers tend to be driven, ambitious sorts, willing to sacrifice more subtle abilities in exchange for pure power.

Only characters who have training in both psionic power and in the arcane arts can become cerebremancers. Wizard/psion is the most common class combination, because both classes place a premium on high Intelligence. Sorcerer/psions are less common. Psychic warriors are usually too interested in physical combat to devote themselves to intense study, and wilders generally lack the necessary patience.

NPC cerebremancers often act as liaisons between the arcane and psionic worlds. Many continuously hunt for further knowledge that will enhance their mastery of both arcane spells and psionic powers.

Hit Die: d4.

REQUIREMENTS

To qualify to become a cerebremancer, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 6 ranks, Knowledge (psionics) 6 ranks.

Spells: Able to cast 2nd-level arcane spells.

Psionics: Able to manifest 2nd-level powers.

CLASS SKILLS

The cerebremancer's class skills (and the key ability for each skill) are Concentration* (Con), Craft (Int), Decipher Script (Int), Knowledge (arcana)

TABLE 6–1: THE CEREBREMANCER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Spells per Day/Powers Known
1st	+0	+0	+0	+2	+1 level of existing arcane spellcasting class/+1 level of existing manifesting class
2nd	+1	+0	+0	+3	+1 level of existing arcane spellcasting class/+1 level of existing manifesting class
3rd	+1	+1	+1	+3	+1 level of existing arcane spellcasting class/+1 level of existing manifesting class
4th	+2	+1	+1	+4	+1 level of existing arcane spellcasting class/+1 level of existing manifesting class
5th	+2	+1	+1	+4	+1 level of existing arcane spellcasting class/+1 level of existing manifesting class
6th	+3	+2	+2	+5	+1 level of existing arcane spellcasting class/+1 level of existing manifesting class
7th	+3	+2	+2	+5	+1 level of existing arcane spellcasting class/+1 level of existing manifesting class
8th	+4	+2	+2	+6	+1 level of existing arcane spellcasting class/+1 level of existing manifesting class
9th	+4	+3	+3	+6	+1 level of existing arcane spellcasting class/+1 level of existing manifesting class
10th	+5	+3	+3	+7	+1 level of existing arcane spellcasting class/+1 level of existing manifesting class

Int, Knowledge (psionics)* (Int), Profession (Wis), Psicraft* (Int), and Spellcraft (Int).

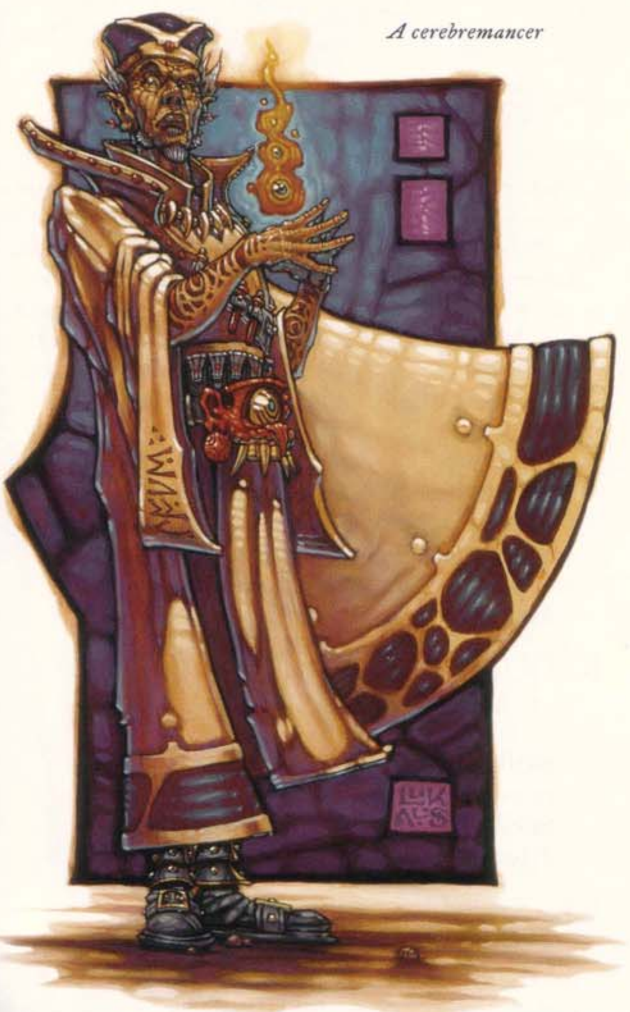
*See new skills and expanded uses of existing skills in Chapter 3 of this book. See Chapter 4 of the *Player's Handbook* for other skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the cerebremancer prestige class.

Weapon and Armor Proficiency: Cerebremancers gain no proficiency with any weapon or armor.



A cerebremancer

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Spells per Day/Powers Known: When a new cerebremancer level is attained, the character gains new spells per day as if he had also attained a level in any one arcane spellcasting class he belonged to before he added the prestige class. He gains additional power points per day and access to new powers as if he had also gained a level in any one manifesting class he belonged to previously. He does not, however, gain any other benefit a character of either class would have gained (bonus metamagic, metapsionic, or item creation feats, psicrystal special abilities, and so on). This essentially means that he adds the level of cerebremancer to the level of whatever other arcane spellcasting class and manifesting class the character has, then determines spells per day, caster level, power points per day, powers known, and manifester level accordingly.

For example, a 3rd-level wizard/3rd-level psion who takes a level in cerebremancer has the same access to spells as a 4th-level wizard and the same number of power points as a 4th-level psion. But his wizard familiar and his psicrystal (if he has one) won't gain any new abilities.

If a character had more than one arcane spellcasting class or more than one manifesting class before he became a cerebremancer, he must decide to which class he adds each level of cerebremancer for purpose of determining spells per day, caster level, power points per day, powers known, and manifester level.

ELOCATER

Elocaters are renowned for their agile combat stratagems, using their knowledge of motion and space to set themselves up for quick attacks against slower opponents. Elocaters excel on the field of battle, slipping in and out of harm's way like a violent wind, surprising foes with their sudden opportunistic attacks and then darting away before foes are able to retaliate. Elocaters are also known for "getting there," wherever "there" is. They are swift travelers, proficient in simple scouting or in gaining entrance into locked and trapped treasure vaults.

Psychic warriors seem most attracted to the elocater class, though combat-oriented wilders and psions of the kineticist and nomad disciplines also find elocater class features of interest.

NPC elocaters often work as guides or scouts, able to find a way forward when all mundane methods have been exhausted.

Hit Die: d6.

REQUIREMENTS

To qualify to become an elocater, a character must fulfill all the following criteria.

Base Attack Bonus: +3.

Skills: Concentration 8 ranks.

Feats: Mobility, Spring Attack.

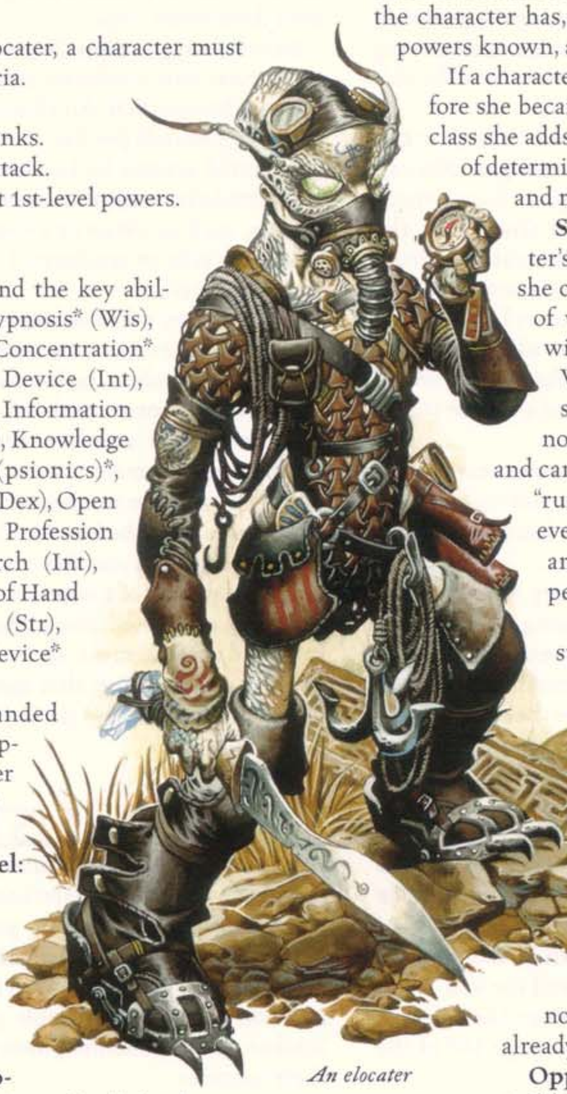
Psionics: Able to manifest 1st-level powers.

CLASS SKILLS

The elocater's class skills (and the key ability for each skill) are Autohypnosis* (Wis), Balance (Dex), Climb (Str), Concentration* (Con), Craft (Int), Disable Device (Int), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (local) (Int), Knowledge (psionics)*, Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Psicraft* (Int), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Psionic Device* (Cha), and Use Rope (Dex).

*See new skills and expanded uses of existing skills in Chapter 3 of this book. See Chapter 4 of the *Player's Handbook* for other skill descriptions.

Skill Points at Each Level: 6 + Int modifier.



An elocater

CLASS FEATURES

All the following are class features of the elocater prestige class.

Weapon and Armor Proficiency: Elocaters are proficient with all simple and martial weapons and with light armor.

Powers Known: At every level indicated on the table, the character gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that she adds the level of elocater to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly.

If a character had more than one manifesting class before she became an elocater, she must decide to which class she adds the new level of elocater for the purpose of determining power points per day, powers known, and manifester level.

Scorn Earth (Su): At 1st level, an elocater's feet lift from the ground. From now on, she can float a foot above the ground. Instead of walking she glides along, unconcerned with the hard earth or difficult terrain. While she remains within 1 foot of a flat surface of any solid or liquid, she can take normal actions and make normal attacks, and can move at her normal speed (she can even "run" at four times her normal speed). However, at distances higher than 1 foot above any surface, her speed diminishes to 10 feet per round.

While she remains within 1 foot of a surface, she can make melee and ranged attacks normally, but if she moves any higher, she incurs the penalties on melee and ranged attack rolls as if she were the subject of the *psionic levitate* power (see the *levitate* spell description, page 248 of the *Player's Handbook*).

Sidestep Charge (Ex): At 1st level, an elocater gains Sidestep Charge (see page 51) as a bonus feat, even if she does not meet the prerequisites. If the character already has this feat, she gains no benefit.

Opportunistic Strike (Ex): Beginning at 2nd level, an elocater's hyperawareness of spatial relations gives her an instinctive view of the battlefield, which allows her to make a cunning attack against distracted opponents. The elocater gains a +2 insight bonus on her attack roll and her damage roll (if the attack hits) for the first attack she makes against an opponent that has been dealt damage in melee by another character since the elocater's last action. At 5th level the insight bonus increases to +4, and at 8th level the insight bonus increases to +6.

Illus. by W. Reynolds

TABLE 6–2: THE ELOCATER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+0	+0	+2	+2	Scorn earth, Sidestep Charge	+1 level of existing manifesting class
2nd	+1	+0	+3	+3	Opportunistic strike +2	—
3rd	+2	+1	+3	+3	Dimension step	+1 level of existing manifesting class
4th	+3	+1	+4	+4	Flanker	+1 level of existing manifesting class
5th	+3	+1	+4	+4	Opportunistic strike +4	—
6th	+4	+2	+5	+5	Transporter	+1 level of existing manifesting class
7th	+5	+2	+5	+5	Capricious step	+1 level of existing manifesting class
8th	+6	+2	+6	+6	Opportunistic strike +6	—
9th	+6	+3	+6	+6	Dimension spring attack	+1 level of existing manifesting class
10th	+7	+3	+7	+7	Accelerated action	+1 level of existing manifesting class

Dimension Step (Su): An elocater of 3rd level or higher can slip psionically between spaces as if using the *psionic dimension door* power, once per day. The elocater cannot bring any other creatures with her. Her manifester level for this effect is equal to her elocater level.

Flanker (Ex): An elocater of 4th level or higher can flank enemies from seemingly impossible angles. She can designate any adjacent square as the square from which flanking against an ally is determined (including the square where she stands, as normal). She can designate the square at the beginning of her turn or at any time during her turn. The designated square remains her effective square for flanking until she is no longer adjacent to it or until she chooses a different square (at the start of one of her turns). The character can even choose a square that is impassable or occupied.

Transporter (Ex): At 6th level, an elocater learns both *psionic teleport* and *psionic plane shift*. These powers are in addition to any powers the elocater normally learns by advancing a level.

The elocater treats these powers as if they were 3rd-level powers on her class list. This means, among other things, that manifesting these powers costs 5 power points. (If the character does not have a high enough manifester level to manifest 3rd-level powers, such as might be the case for some psychic warriors who qualify for this class, the character cannot manifest these powers until she has attained the required manifester level.)

Capricious Step (Ex): At 7th level, an elocater can take an extra 5-foot step in any round when she doesn't perform any other movement (except for the first 5-foot step). Like the first, the second 5-foot step does not provoke attacks of opportunity. The character can take the extra 5-foot step immediately after taking the first, or wait until the end of her other actions for the round. In all other ways, the rules for taking a 5-foot step apply, as described on page 144 of the *Player's Handbook*.

Dimension Spring Attack (Su): An elocater of 9th level or higher can use her dimension step ability in conjunction with her Spring Attack feat once per day. This ability can be used only against opponents within 60 feet to which the elocater has line of sight. She can dimension step up to the target, use Spring Attack, and then use dimension step to return to her starting point. (When she uses this ability, the total distance she can travel before and after the attack is not limited by her speed.) The use of this ability counts as her use of the dimension step ability on that day (and this ability is not available during a day when she has already used dimension step).

Accelerated Action (Su): When she attains 10th level, an elocater can accelerate herself and thereby take more actions than normal. An elocater can accelerate herself for a total of 5 rounds per day. She can choose to parcel out her accelerated actions in 1-round increments. (This effect is not cumulative with similar effects that provide additional actions, such as *schism* or a *haste* spell—and in fact an elocater can't take an accelerated action if affected by these or similar effects.)

If she makes a full attack while accelerated, an elocater can make one extra attack with any weapon she is holding. The attack is made using her full base attack bonus, plus any modifiers appropriate to the situation.

If the elocater uses her accelerated action to move, she gains an enhancement bonus to her speed of +30 feet.

The elocater can use her accelerated action to manifest a power, as long as she has not already manifested a power in the current round and the one she wants to manifest has a manifesting time of 1 standard action or shorter.

While accelerated, she gains a +2 dodge bonus on attack rolls and Reflex saves and a +2 dodge bonus to Armor Class. Any condition that makes her lose her Dexterity bonus to Armor Class (if any) also makes her lose these dodge bonuses.

FIST OF ZUOKEN

The Fists of Zuoken are members of an order of martial artists devoted to mastering their own physical and mental development while protecting psions and other psionic creatures. The fists of Zuoken believe that mental powers are to be nurtured in all who possess them. In addition to their formidable prowess in combat, fists of Zuoken develop mental powers that surprise and astound their enemies.

Almost all fists of Zuoken are monks who are affiliated with a specific order created to guard centers of psionic learning—usually fortresses in the middle of forbidding wastelands. Naturally, the monks learned from the psionic masters as well, and thus the fists of Zuoken were born.

The most common place to find NPC fists of Zuoken is a monastery where psionic learning is undertaken; such a place often employs fists of Zuoken as guards. But if psionic creatures are undergoing persecution elsewhere, the fists of

Table 6–3: The Fist of Zuoken

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/Day	Powers Known	Maximum Power Level Known
1st	+0	+0	+2	+2	Monk abilities	1	1	1st
2nd	+1	+0	+3	+3	—	3	2	1st
3rd	+2	+1	+3	+3	—	6	3	2nd
4th	+3	+1	+4	+4	—	10	4	2nd
5th	+3	+1	+4	+4	Bonus psionic feat	15	5	3rd
6th	+4	+2	+5	+5	—	23	6	3rd
7th	+5	+2	+5	+5	—	31	7	4th
8th	+6	+2	+6	+6	—	43	8	4th
9th	+6	+3	+6	+6	—	55	9	5th
10th	+7	+3	+7	+7	Bonus psionic feat	71	10	5th

Zuoken often come to their rescue, leaving only ruined bodies and burnt-out minds in their wake.

Hit Die: d6.

REQUIREMENTS

To qualify to become a Fist of Zuoken, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Skill: Concentration 9 ranks.

Feat: Wild Talent.

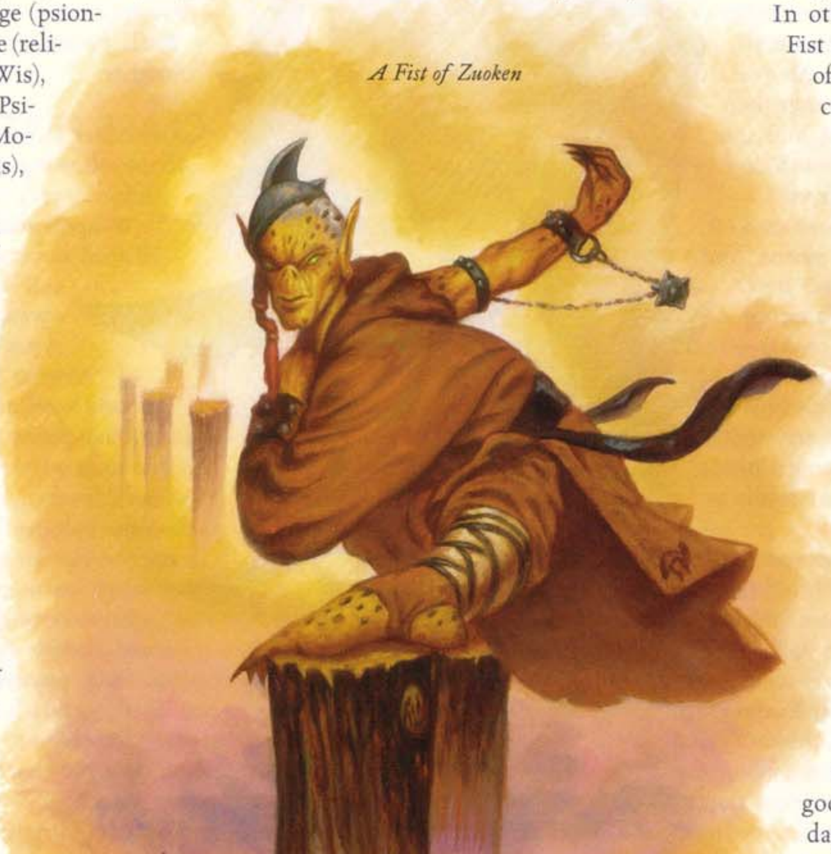
Special: Still mind class feature.

CLASS SKILLS

The Fist of Zuoken's class skills (and the key ability for each skill) are Autohypnosis* (Wis), Concentration* (Con), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (psionics)* (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Psicraft* (Int), Sense Motive (Wis), Spot (Wis), Tumble (Dex).

*See new skills and expanded uses of existing skills in Chapter 3 of this book. See Chapter 4 of the *Player's Handbook* for other skill descriptions.

Skill Points at Each Level: 4 + Int modifier.



A Fist of Zuoken

Illus. by J. Pavelec

CLASS FEATURES

All the following are class features of the Fist of Zuoken prestige class.

Weapon and Armor Proficiency: Fists of Zuoken gain no proficiency with any weapon or armor.

Monk Abilities: A Fist of Zuoken's class levels stack with his monk levels for the purpose of determining his unarmed damage and bonuses to Armor Class and unarmored speed. His class levels do not apply to other monk abilities such as flurry of blows, slow fall, and so on.

Power Points/Day: A Fist of Zuoken can manifest powers. His ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on Table 6–3: The Fist of Zuoken. In addition, he receives bonus power points per day if he has a high Wisdom score (see Table 2–1: Ability Modifiers and Bonus Power Points). His race may also provide bonus power points per day, as may certain feats and items. If a Fist of Zuoken has power points from a different class, those points are pooled together and usable to manifest powers from either class. Bonus power points from having a high ability score can be gained only for the character's highest psionic class.

Powers Known: A Fist of Zuoken chooses his powers from the psychic warrior power list. At 1st level, a Fist of Zuoken knows one psychic warrior power of your choice. Each time he attains a new level, he learns one new power. A Fist of Zuoken can manifest any power that has a power point cost equal to or lower than his manifester level.

The total number of powers a Fist of Zuoken can manifest per day is limited only by his daily power points. In other words, a 5th-level Fist of Zuoken (with a total of 15 power points, not counting any gained for a high Wisdom score) could manifest a power costing 1 power point fifteen times in one day, a power costing 5 power points three times in one day, or any combination of power point costs that does not exceed 15 power points in total.

A Fist of Zuoken simply knows his powers; they are ingrained in his mind. He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent power points.

The Difficulty Class for saving throws against Fist of Zuoken powers is 10 + the power's level + the Fist of Zuoken's Wisdom modifier. For example, the saving throw against a 2nd-level power has a DC of 12 + Wis modifier.

Maximum Power Level Known: A Fist of Zuoken gains the ability to learn one 1st-level power when he takes his first level in the prestige class. As he attains each new odd-numbered level, a Fist of Zuoken gains the ability to master more complex powers. A 3rd-level Fist of Zuoken can learn powers of 2nd level or lower, a 5th-level Fist of Zuoken can learn powers of 3rd level or lower, and so on.

To learn or manifest a power, a Fist of Zuoken must have a Wisdom score of at least 10 + the power's level. For example, a Fist of Zuoken with a Wisdom score of 13 can manifest powers of 3rd level or lower.

Bonus Psionic Feat: At 5th and 10th level, a Fist of Zuoken can take any psionic feat from the psionic feats described in Chapter 3 as a bonus feat. He must still meet the prerequisites for the feat.

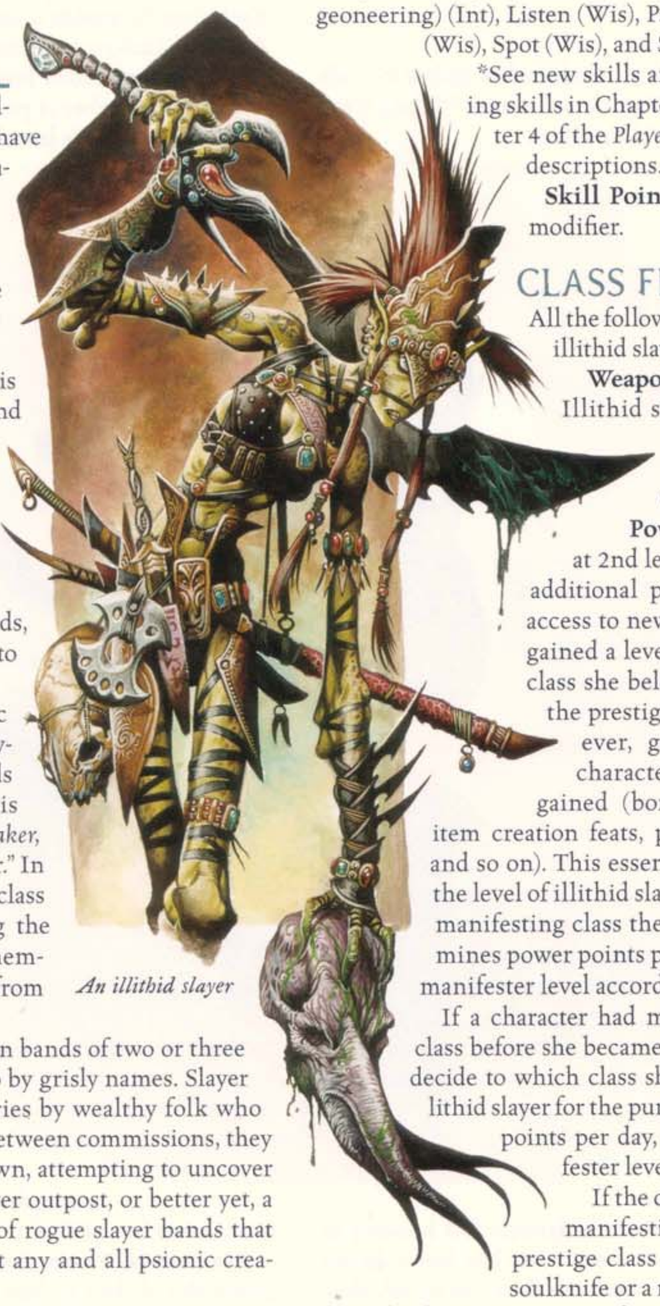
Multiclass Note: A monk who becomes a Fist of Zuoken may continue advancing as a monk.

ILLITHID SLAYER

Only the ignorant dismiss the illithid threat. So say those who have dedicated their lives to the eradication of the mind flayer "infection." Psionic beings know the real dangers illithids pose better than nonpsionic individuals, and the most dedicated among them follow the code of the illithid slayer.

A primary illithid slayer credo is "Do or die," where "do" means "find and slay illithids." Slayers have no use for those with faltering hearts (another of their credos—which, truth be told, number in the hundreds). It is a poorly kept secret that while slayers are most adept at hunting and slaying illithids, their abilities make them deadly to any psionic creature.

Any character with some psionic ability can become an illithid slayer, as long as he or she hates illithids enough. Dwarves who take this prestige class are known as *caradhaker*, which loosely means "mindstalker." In fact, illithid slayers as a distinct class may have first originated among the dwarves, though the slayers themselves say they received their lore from a different, secret source.



An illithid slayer

Illus. by W. Reynolds

NPC slayers sometimes travel in bands of two or three and enjoy identifying such group by grisly names. Slayer bands may be hired as mercenaries by wealthy folk who travel in illithid-infested areas. Between commissions, they are likely to strike out on their own, attempting to uncover the location of another mind flayer outpost, or better yet, a sunless city. Rumors also speak of rogue slayer bands that have branched out and now hunt any and all psionic creatures, not just illithids.

Hit Die: d8.

REQUIREMENTS

To qualify to become an illithid slayer, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Skill: Knowledge (dungeoneering) 4 ranks.

Feat: Track.

Psionics: Must have a power point reserve of at least 1 power point.

Special: Must have killed an illithid, either individually or as part of a group composed of no more than six members.

CLASS SKILLS

The illithid slayer's class skills (and the key ability for each skill) are Bluff (Cha), Concentration* (Con), Knowledge (dungeoneering) (Int), Listen (Wis), Psicraft* (Int), Sense Motive (Wis), Spot (Wis), and Survival (Wis).

*See new skills and expanded uses of existing skills in Chapter 3 of this book. See Chapter 4 of the *Player's Handbook* for other skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the illithid slayer prestige class.

Weapon and Armor Proficiency: Illithid slayers are proficient with all simple and martial weapons and with all types of armor.

Powers Known: Beginning at 2nd level, an illithid slayer gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that she adds the level of illithid slayer to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly.

If a character had more than one manifesting class before she became an illithid slayer, she must decide to which class she adds the new level of illithid slayer for the purpose of determining power points per day, powers known, and manifester level.

If the character did not belong to a manifesting class before taking this prestige class (for example, if she was a soulknife or a ranger with the Wild Talent feat), she does not gain manifesting levels.

Favored Enemy (Illithid) (Ex): When she enters the class, an illithid slayer formally declares illithids and illithidkin (such as neothelids; see page 204) as the enemy she detests above all others. Due to her extensive study of her foes and training in the proper techniques for combat-

Table 6–4: The Illithid Slayer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+1	+0	+0	+2	Favored enemy (illithid) +2, illithid sense	—
2nd	+2	+0	+0	+3	Brain nausea	+1 level of existing manifesting class
3rd	+3	+1	+1	+3	Lucid buffer	+1 level of existing manifesting class
4th	+4	+1	+1	+4	Favored enemy (Illithid) +4	+1 level of existing manifesting class
5th	+5	+1	+1	+4	—	+1 level of existing manifesting class
6th	+6	+2	+2	+5	Cerebral blind	+1 level of existing manifesting class
7th	+7	+2	+2	+5	Favored enemy (illithid) +6	+1 level of existing manifesting class
8th	+8	+2	+2	+6	Breach power resistance	+1 level of existing manifesting class
9th	+9	+3	+3	+6	Cerebral immunity	+1 level of existing manifesting class
10th	+10	+3	+3	+7	Blast feedback, favored enemy (illithid) +8	+1 level of existing manifesting class

ing them, she gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against illithids. Likewise, she gets a +2 bonus on weapon damage rolls against creatures of this kind.

At 4th level the bonuses increase to +4, at 7th level to +6, and at 10th level to +8.

Illithid Sense (Su): An illithid slayer can sense the presence of illithids within 60 feet of herself, even if they are hidden by darkness or walls, but she cannot discern their exact location.

Brain Nausea (Su): At 2nd level, a slayer gains a constant defensive ability somewhat similar to the *aversion* power. Any creature that attempts to eat the slayer's brain must succeed on a Will save (DC 15 + slayer's class level) or become disinclined to do so for 24 hours thereafter. A creature that fails this save may take any action it desires except extracting the slayer's brain (but does not realize it is being so affected). This ability is active even if the slayer is unconscious, stunned, or otherwise helpless.

Lucid Buffer (Ex): At 3rd level, an illithid slayer becomes especially skilled at resisting mental attacks. She gains a +4 competence bonus on saving throws against all compulsions and mind-affecting effects. This ability is active even if the illithid slayer is unconscious, stunned, or otherwise helpless.

Cerebral Blind (Su): After reaching 6th level, an illithid slayer is protected from all devices, powers, and spells that reveal location. This ability protects against information gathering by clairsentience powers or effects that reveal location. The ability even foils *bend reality, limited wish, miracle, reality revision,* and *wish* when they are used to gain information about the slayer's location (however, *metafaculty* can pierce this protective barrier). In the case of *remote viewing* or *scrying* that scans an area an illithid slayer is in, the effect works, but the slayer simply isn't detected. *Remote viewing* or *scrying* attempts that are targeted specifically at an illithid slayer do not work. This ability is active as long as the slayer is psionically focused.

Breach Power Resistance (Su): An illithid slayer of 8th level or higher can enhance her weapon with psionic might. Each successful melee attack (or ranged attack if the target is within 30 feet) she makes with her weapon against a creature with power resistance temporarily reduces its power resistance by 1. Unless the creature is slain, its lost power resistance returns all at once 12 hours later. This ability is active as long as the slayer is psionically focused.

Cerebral Immunity (Su): On reaching 9th level, an illithid slayer gains protection from all devices, powers, and spells that influence the mind. This ability shields her against almost all mind-affecting powers and effects (though the slayer can selectively allow powers or spells to affect her). The ability even foils *bend reality, limited wish, miracle, reality revision,* and *wish* when they are used to mentally influence an illithid slayer. This ability is active as long as the illithid slayer is psionically focused.

Blast Feedback (Su): At 10th level, an illithid slayer becomes able to turn an illithid's favorite attack against itself. If a slayer makes her saving throw when attacked with *mind blast,* the *mind blast* rebounds upon the attacker! Only the original attacker is targeted in the rebound effect. If the original attacker fails a Will saving throw (DC equal to that of the original attack), the attacker is affected normally by the *mind blast.*

METAMIND

Metaminds know that accumulating the most power in the shortest time is the key to psionic superiority. All metaminds strive for "power to burn"—they are unconcerned with glamor or flashy behavior, but rather are single-mindedly determined to amass as much psychic power as possible. Someone who takes one or more levels of metamind is sometimes colloquially referred to as a "head" by other psionic characters.

In game terms, a metamind is all about power points. Any character with some manifesting ability can become a metamind to enhance his or her mental strength—at the expense of discovering higher-level powers. Psions and wilders who need an extra edge for prolonged use of specific powers often take several levels of metamind.

NPC metaminds are often found among dedicated schools of psions who have banded together in opposition to a particular threat, such as illithids.

Hit Die: d4.

REQUIREMENTS

To qualify to become a metamind, a character must fulfill all the following criteria.

Skills: Knowledge (psionics) 8 ranks, Psicraft 4 ranks.

Feat: Psicrystal Affinity.

Psionics: Manifester level 4th.

Table 6–5: The Metamind

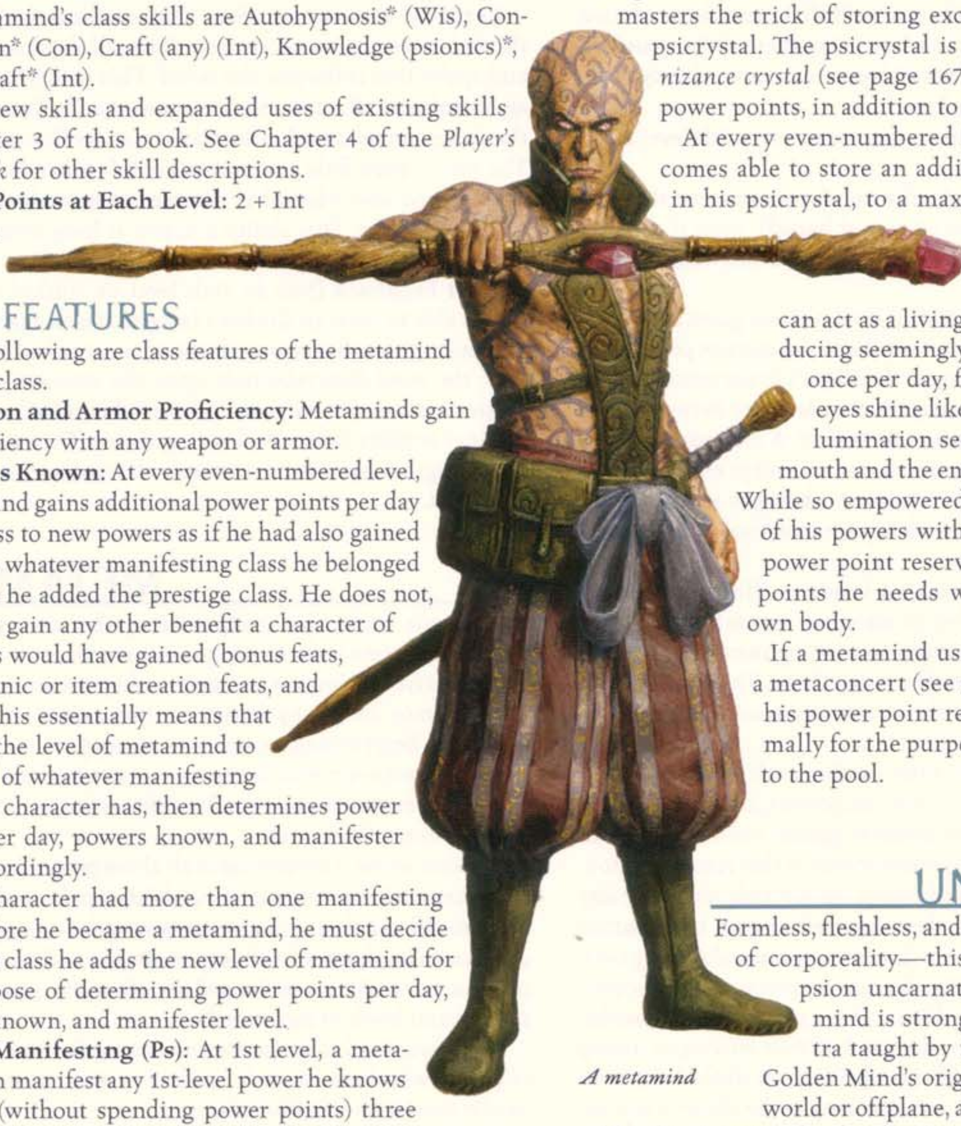
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+0	+0	+0	+2	Free manifesting 1st, 3/day	—
2nd	+1	+0	+0	+3	Cognizance psicrystal 5 points	+1 level of existing manifesting class
3rd	+1	+1	+1	+3	Free manifesting 2nd, 3/day	—
4th	+2	+1	+1	+4	Cognizance psicrystal 7 points	+1 level of existing manifesting class
5th	+2	+1	+1	+4	Free manifesting 3rd, 1/day	—
6th	+3	+2	+2	+5	Cognizance psicrystal 9 points	+1 level of existing manifesting class
7th	+3	+2	+2	+5	Free manifesting 4th, 1/day	—
8th	+4	+2	+2	+6	Cognizance psicrystal 11 points	+1 level of existing manifesting class
9th	+4	+3	+3	+6	Free manifesting 5th, 1/day	—
10th	+5	+3	+3	+7	Font of power	+1 level of existing manifesting class

CLASS SKILLS

The metamind's class skills are Autohypnosis* (Wis), Concentration* (Con), Craft (any) (Int), Knowledge (psionics)*, and Psicraft* (Int).

*See new skills and expanded uses of existing skills in Chapter 3 of this book. See Chapter 4 of the *Player's Handbook* for other skill descriptions.

Skill Points at Each Level: 2 + Int modifier.



Illus. by S. Belledin

A metamind

CLASS FEATURES

All the following are class features of the metamind prestige class.

Weapon and Armor Proficiency: Metaminds gain no proficiency with any weapon or armor.

Powers Known: At every even-numbered level, a metamind gains additional power points per day and access to new powers as if he had also gained a level in whatever manifesting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, and so on). This essentially means that he adds the level of metamind to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly.

If a character had more than one manifesting class before he became a metamind, he must decide to which class he adds the new level of metamind for the purpose of determining power points per day, powers known, and manifester level.

Free Manifesting (Ps): At 1st level, a metamind can manifest any 1st-level power he knows for free (without spending power points) three times per day.

At higher levels, a metamind gains the ability to freely manifest additional higher-level powers: three 2nd-level powers per day at 3rd level; one 3rd-level power per day at 5th level; one 4th-level power per day at 7th level; and one 5th-level power per day at 9th level.

This benefit applies only to the power point cost of an unaugmented power. Points spent to augment a power and an experience point cost (if any) must be paid as normal.

Cognizance Psicrystal (Ex): At 2nd level, a metamind masters the trick of storing excess power points in a psicrystal. The psicrystal is now treated as a *cognizance crystal* (see page 167) capable of storing 5 power points, in addition to its psicrystal abilities.

At every even-numbered level, a metamind becomes able to store an additional 2 power points in his psicrystal, to a maximum of 11 points at 8th level.

Font of Power (Ps): A 10th-level metamind can act as a living *cognizance crystal*, producing seemingly endless power points once per day, for up to 1 minute. His eyes shine like tiny stars, and faint illumination seems to beam out of his mouth and the end of each of his fingers. While so empowered, he can manifest any of his powers without drawing from his power point reserve. He finds the power points he needs welling up within his own body.

If a metamind using this ability enters a metaconcert (see *metaconcert*, page 115), his power point reserve is accessed normally for the purpose of his contributing to the pool.

PSION UNCARNATE

Formless, fleshless, and unbound by the limits of corporeality—this is the goal of every psion uncarnate. "Flesh is weak, but mind is strong," or so goes the mantra taught by the Golden Mind. The Golden Mind's origin is rumored to be offworld or offplane, and the Golden Mind is said to be an entity that has lost its way home (or has been exiled; the truth is unclear). What is clear is that the Golden Mind teaches a potent skill—the ability to loose one's spirit from its shell and become a psion uncarnate.

Only hardcore manifesters are likely to be drawn to becoming uncarnate. Thus, psions and wilders most often take the uncarnate path, while combat specialists such as psychic warriors are happy in their physicality.

NPC psion uncarnates are most often found "haunting" sites containing great stores of psionic lore, attempting to learn ever more about the heights that a mind might reach.

Hit Die: d4.

REQUIREMENTS

To qualify to become a psion uncarnate, a character must fulfill all the following criteria.

Skills: Knowledge (psionics) 8 ranks, Psicraft 8 ranks.

Feat: Psionic Body.

Psionics: Able to manifest 3rd-level powers.

Special: Must have had some instruction by another psion uncarnate, have access to teachings of the Golden Mind, or belong to an organization that has access to or is administered by the Golden Mind.

CLASS SKILLS

The psion uncarnate's class skills are Autohypnosis* (Wis), Bluff (Cha), Concentration* (Con), Craft (any) (Int), Disguise (Cha), Knowledge (the planes) (Int), Knowledge (psionics)* (Int), Psicraft (Int)*, and Sense Motive (Wis).

*See new skills and expanded uses of existing skills in Chapter 3 of this book. See Chapter 4 of the *Player's Handbook* for other skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

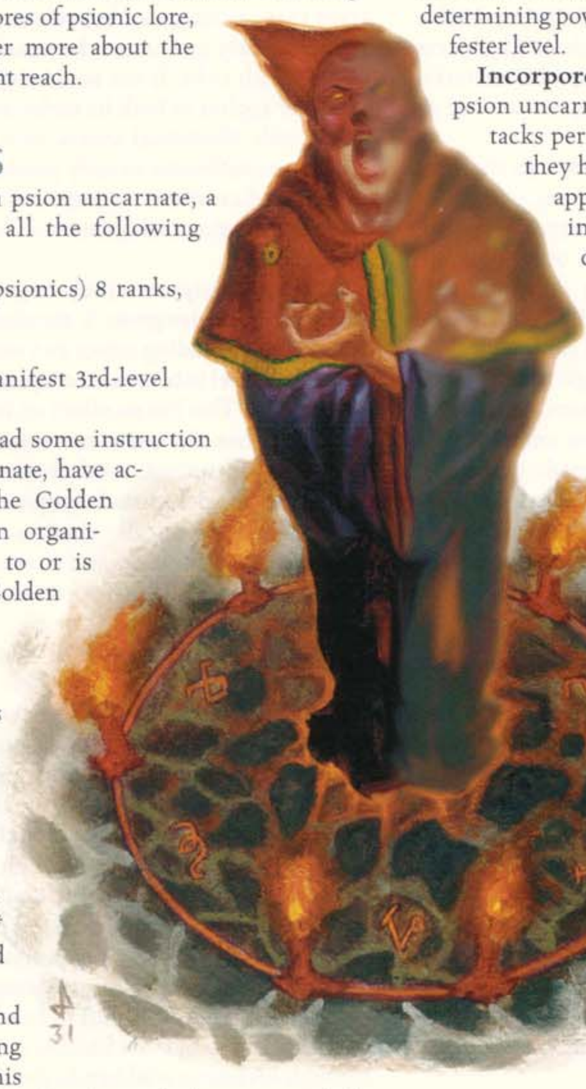
CLASS FEATURES

All the following are class features of the psion uncarnate prestige class.

Weapon and Armor Proficiency: Psion uncarnates gain no proficiency with any weapon or armor.

Powers Known: At every level indicated on Table 6–6, a psion uncarnate gains additional power points per day and access to new powers as if he had also gained a level in whatever manifesting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that he adds the level of psion uncarnate to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly.

If a character had more than one manifesting class before he became a psion uncarnate, he must decide to which class he adds the new level of psion uncarnate for the purpose of determining power points per day, powers known, and manifester level.



A psion uncarnate

Incorporeal Touch (Su): Beginning at 1st level, a psion uncarnate can make up to three melee touch attacks per day that each deal 1d6 points of damage if they hit. The character's Strength modifier is not applied to this attack, but it is effective against incorporeal creatures (and against corporeal creatures while the psion uncarnate is incorporeal) The character's hand and arm seem to become slightly translucent when he makes these attacks. A miss still counts as a use of the ability.

While uncarnate (see below), a psion uncarnate can make melee touch attacks at will that do not count against his uses of this ability.

For every four levels higher than 1st the psion uncarnate attains, the damage on these attacks increases by 1d6 points.

Uncarnate Armor (Su): A psion uncarnate wearing armor (or using *inertial armor* or a similar effect) gets his armor bonus to AC even when he becomes incorporeal (see Shed Body, below). However, unlike other incorporeal creatures, a psion uncarnate does not gain a deflection bonus to Armor Class from his Charisma modifier. This ability works even if the armor being worn becomes incorporeal (such as through the use of the assume equipment ability described below).

Shed Body (Su): Starting at 2nd level, a psion uncarnate can become incorporeal (or "uncarnate") once per day as a standard action. The character can remain uncarnate for up to 1 minute. During this time, the character's body fades into an immaterial form that retains the character's basic likeness. While uncarnate, the character gains the incorporeal subtype (see below). He gains a fly speed equal to his land speed (perfect maneuverability). His material armor remains in place and continues to provide its armor bonus to AC (see Uncarnate Armor, above). His material weapons also remain corporeal. Losing his physical form allows the character to more easily access his mental abilities, and he gains a +1 bonus on all save DCs for powers he manifests while uncarnate.

He can use equipment normally, deriving benefits from items that enhance his capabilities; however, all his equipment remains material even when the character is uncarnate (but see the assume equipment ability, described below). Often, a psion uncarnate appears almost like a ghost wearing items of the material world. This doesn't make his

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equipment more susceptible to attack (the normal rules for attended objects apply), but it does make it impossible for the character to enter or pass through solid objects while wearing solid equipment. If he drops his material equipment, he can pass through solid objects at will as described below.

At 6th level and higher, a psion uncarnate can shed his body twice per day for up to 1 minute each time.

Incorporeal Subtype: An incorporeal psion uncarnate has no physical body. He can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. He is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, he has a 50% chance to ignore any damage from a corporeal source (except for positive energy, negative energy, force effects such as *concussion blast*, or attacks made with *ghost touch* weapons).

An incorporeal psion uncarnate has no natural armor bonus—and, unlike other incorporeal creatures, does not gain a deflection bonus from his Charisma modifier.

An incorporeal psion uncarnate can enter or pass through solid objects (subject to the restrictions described in the shed body and assume equipment abilities), but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than his own. He can sense the presence of creatures or objects within a square adjacent to his current location, but enemies have total concealment (50% miss chance) from an incorporeal psion uncarnate that is inside an object. To see farther from the object he is in and attack normally, the incorporeal psion uncarnate must emerge. An incorporeal psion uncarnate inside an object has total cover, but when he attacks a creature outside the object he only has cover, so a creature outside with a readied action could strike at him as he attacks. An incorporeal psion uncarnate cannot pass through a force effect.

An incorporeal psion uncarnate's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as *force screen*) work normally against him. He can pass through and operate in water as easily as he does in air. An incorporeal psion uncarnate cannot fall or take falling damage. He cannot make trip or grapple attacks, nor can he be tripped or grappled. In fact, he cannot take any physical action that would move or manipulate an opponent or its equipment, nor is he subject to such actions.

Incorporeal creatures have no weight and do not set off traps that are triggered by weight. An incorporeal creature moves silently and cannot be heard with Listen checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to both its melee attack rolls and its ranged attack rolls. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Assume Equipment (Su): Beginning at 3rd level, a psion uncarnate can designate a number of pieces of his worn equipment (including armor and weapons) equal to his psion uncarnate level to become incorporeal when he uses his shed body ability. This has no effect on the equipment's function, but now when the psion uncarnate is incorporeal, he can enter or pass through solid objects while wearing nothing other than the designated equipment. Once designated, the equipment automatically changes to incorporeal when the character sheds his body, and it returns to corporeality when the character does. The character can change his designations as he desires.

Assume Likeness (Su): At 4th level and higher, while incorporeal, a psion uncarnate can assume the likeness of any Small, Medium, or Large creature as a standard action that does not provoke attacks of opportunity. The character's abilities do not change, but he appears to be the creature that he assumes the likeness of, allowing him the ability to effectively disguise himself and bluff those who might wonder at his true nature. Each physical interaction with a creature requires a successful Bluff check (opposed by the creature's Sense Motive check) to convince the creature of the psion uncarnate's new appearance. The psion uncarnate must not do anything to give away his true (incorporeal) nature in order for the bluff to be successful; for instance, if he accepts an item from another creature only to have it fall through his immaterial hands, the Bluff check automatically fails. However, a Bluff check would be allowed if the psion uncarnate uses his telekinetic force ability (see below) to hold the received item.

When using his assume likeness ability, a psion uncarnate has an additional +10 circumstance bonus on Disguise checks. If he can read an opponent's mind, he gets a further +4 circumstance bonus on Bluff and Disguise checks.

Telekinetic Force (Su): Beginning at 7th level, while incorporeal, a psion uncarnate can use a telekinetic force effect (see the power description, page 135) as a standard

TABLE 6–6: THE PSION UNCARNATE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+0	+0	+0	+2	Incorporeal touch 1d6, uncarnate armor	—
2nd	+1	+0	+0	+3	Shed body 1/day	+1 level of existing manifesting class
3rd	+1	+1	+1	+3	Assume equipment	+1 level of existing manifesting class
4th	+2	+1	+1	+4	Assume likeness	—
5th	+2	+1	+1	+4	Incorporeal touch 2d6	+1 level of existing manifesting class
6th	+3	+2	+2	+5	Shed body 2/day	+1 level of existing manifesting class
7th	+3	+2	+2	+5	Telekinetic force	—
8th	+4	+2	+2	+6	Uncarnate bridge	+1 level of existing manifesting class
9th	+4	+3	+3	+6	Incorporeal touch 3d6	+1 level of existing manifesting class
10th	+5	+3	+3	+7	Uncarnate	—

action that does not provoke attacks of opportunity. The save DC is equal to 14 + the psion uncarnate's key ability modifier (either Int, Wis, or Cha). The character's manifester level is the manifester level of the effect.

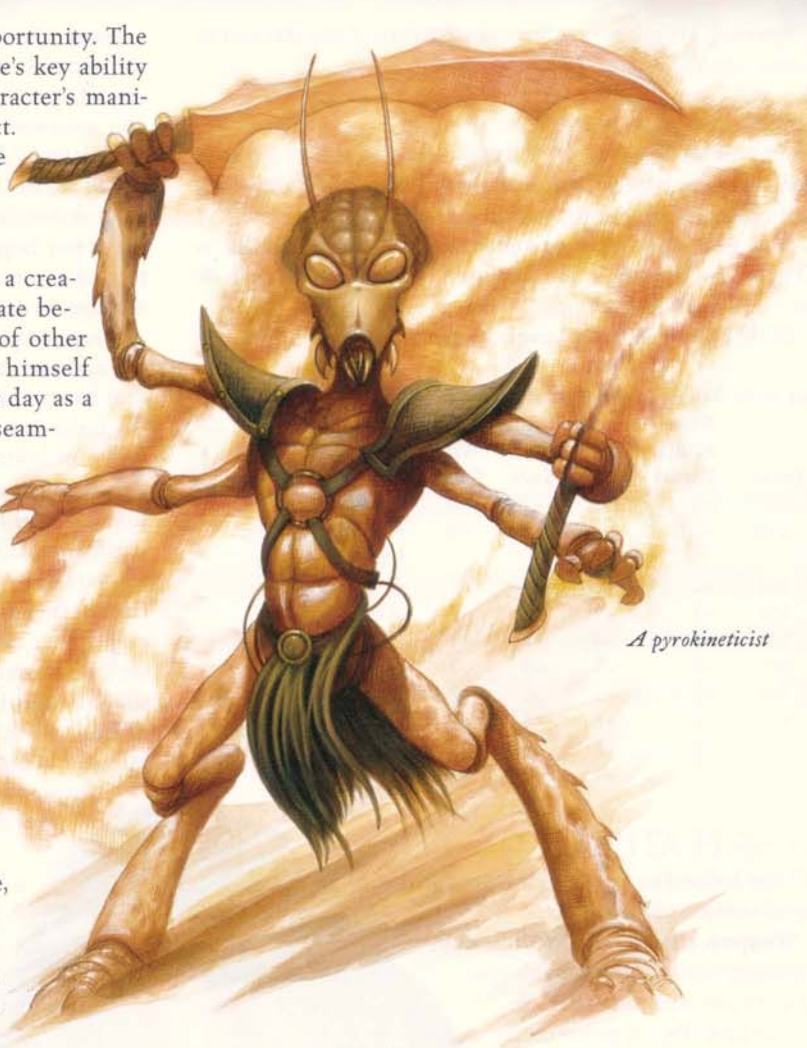
Even while corporeal, a psion uncarnate can use this ability, but only three times per day (uses while he is uncarnate do not count against this use limit).

Uncarnate Bridge (Su): At 8th level, as a creature of almost pure mind, a psion uncarnate becomes more closely attuned to the minds of other creatures. He gains the ability to transport himself via the minds of living creatures. Once per day as a standard action while incorporeal, he can seamlessly enter any living creature with an Intelligence score and pass to another living creature with an Intelligence score that is within line of sight of the first creature. The psion uncarnate must be in a space adjacent to the entry creature before transporting, and he appears in a space adjacent to the destination creature after transporting.

The entry and destination creatures need not be familiar to the character. A psion uncarnate cannot use himself as the entry or destination creature. Neither creature need be a willing participant. When exiting the destination creature, the psion uncarnate chooses an adjacent square in which to appear. Entering and leaving a creature is painless, unless the psion uncarnate wishes otherwise (see below). In most cases, though, the destination creature finds being the endpoint of a mental bridge surprising and quite unsettling.

If he desires, a psion uncarnate can destructively exit the destination creature. If the creature fails a Will save (DC 15 + psion uncarnate's key ability modifier), the exiting psion uncarnate tunes his mental form to destructively interfere with the target's mind. He bursts forth explosively from the creature's body, dealing it 10d6 points of damage.

Uncarnate (Ex): At 10th level, a psion uncarnate becomes a being of pure psionic consciousness. This ability is similar to shed body, except the character is permanently incorporeal (and gains that subtype). If the character desires, he can become corporeal once per day for up to 1 minute, but he spends the rest of his time as an entity of mind untethered by the physical world.



A pyrokineticist

Illus. by W. England

PYROKINETICIST

Pyrokineticists know that a little psionic power goes a long way—for those interested only in fire. They find both beauty and utility in the chaotic shape of flame, its spectrum of fuel-dependent colors, its warming heat, and its never-ending hunger. Those who take one or more levels in the pyrokineticist class are sometimes colloquially referred to as "pyros."

Pyrokineticists like fire. A lot. Any character with some psionic ability is a possible candidate for this prestige class. Psions (particularly kineticists) and wilders might consider it acceptable to give up power acquisition in other areas if they have a passion for flame. Psychic warriors also enjoy the pyro's powers. Soulknives often take levels in this class to gain access to the weapon afire ability for their mind blades. Any character with the Wild Talent feat may also find this class appealing.

NPC pyrokineticists are rare, because society frowns on those whose pursuit in life is to "burn it all." Thus, pyros are rarely found in large communities (unless employed as secret enforcers). Instead, they are more likely to be found on the fringes of society, as hermits in barren lands where everything around them has been burned to ash.

Hit Die: d8.

REQUIREMENTS

To qualify to become a pyrokineticist, a character must fulfill all the following criteria.

Alignment: Any chaotic.

Skills: Concentration 8 ranks, Craft (alchemy) 1 rank, Knowledge (psionics) 2 ranks.

Psionics: Must have a power point reserve of at least 1 power point.

Special: Must have set fire to a structure of any size just to watch it burn.

CLASS SKILLS

The pyrokineticist's class skills (and the key ability for each skill) are Climb (Str), Concentration* (Con), Craft (any) (Int), Intimidate (Cha), Jump (Str), and Psicraft* (Int).

*See new skills and expanded uses of existing skills in Chapter 3 of this book. See Chapter 4 of the *Player's Handbook* for other skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Table 6–7: The Pyrokineticist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	*Fire lash*
2nd	+1	+3	+3	+0	Fire adaptation, *hand afire*
3rd	+2	+3	+3	+1	*Bolt of fire*
4th	+3	+4	+4	+1	*Weapon afire*
5th	+3	+4	+4	+1	*Nimbus*
6th	+4	+5	+5	+2	Firewalk
7th	+5	+5	+5	+2	Fear no fire
8th	+6	+6	+6	+2	*Greater weapon afire*
9th	+6	+6	+6	+3	*Heat death*
10th	+7	+7	+7	+3	*Conflagration*

Illus. by D. Martin

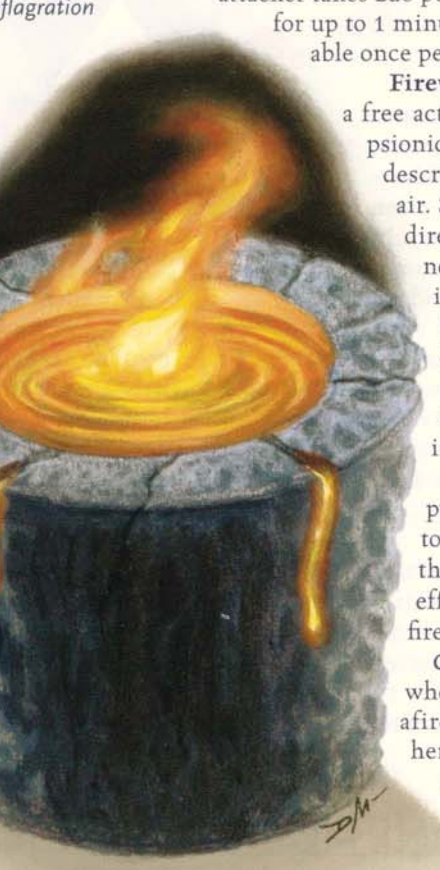
CLASS FEATURES

All the following are class features of the pyrokineticist prestige class.

Weapon and Armor Proficiency: Pyrokineticists gain no proficiency with any weapon or armor.

***Fire Lash* (Ps):** A pyrokineticist gains the ability to fashion a 15-foot-long whip of fire from unstable ectoplasm as a move-equivalent action. She takes no damage from a fire lash she creates, and if she releases her hold, it immediately dissipates. The lash deals 1d8 points of fire damage to a target within 15 feet on a successful ranged touch attack. A pyro can take Weapon Focus and Weapon Specialization (if she otherwise meets the prerequisites) in conjunction with the fire lash, as well as any feats that apply to the use of a standard whip. The whip remains in existence as long as the pyrokineticist holds it.

Fire Adaptation (Ex): At 2nd level, a pyrokineticist becomes resistant to fire, gaining a +4 bonus on all saving throws against fire and heat spells and effects. In addition, she gains resistance to fire 10.



***Hand Afire* (Ps):** A pyrokineticist of 2nd level or higher can activate this ability as a move-equivalent action. Flames engulf one of the pyrokineticist's hands (but do her no harm). Her unarmed attacks with that hand are treated as armed. Such attacks deal an extra 2d6 points of fire damage.

***Bolt of Fire* (Ps):** Starting at 3rd level, as a standard action, a pyrokineticist can launch a bolt of psionically manifested fire at any target in line of sight within 60 feet. This effect is treated as a ranged touch attack and deals 1d6 points of fire damage for each class level the pyro has.

***Weapon Afire* (Ps):** At 4th level and higher, a pyrokineticist can activate this ability as a move-equivalent action. Flames that harm neither her nor the weapon engulf one weapon she holds (which can be a projectile such as a stone, bullet, arrow, or bolt). The weapon deals an extra 2d6 points of fire damage on a successful hit. The weapon retains this effect for as long as the pyrokineticist wields it.

***Nimbus* (Ps):** Beginning at 5th level, a pyrokineticist can activate this ability as a move-equivalent action. Flames that harm neither the pyrokineticist nor her equipment engulf her entire body. While she is aflame, the character's Charisma score increases by 4, she can make a melee touch attack for 2d6 points of fire damage, and she gains damage reduction 5/magic. If she is struck in melee, the attacker takes 2d6 points of fire damage. This ability lasts for up to 1 minute per pyrokineticist level and is usable once per day.

Firewalk (Su): Beginning at 6th level, as a free action a pyrokineticist can expend her psionic focus (see the Concentration skill description, page 37) to literally walk on air. She moves at her normal speed in all directions, including vertically, but cannot move more than double her speed in a round. A firewalking pyro leaves footprints of flame in the air that disperse in 2 rounds, but her tread does not deal damage. She must pay 1 power point per round spent traveling in this fashion.

Fear No Fire (Ex): At 7th level, a pyrokineticist becomes highly resistant to fire, gaining a +8 bonus on all saving throws against fire and heat spells and effects and also gaining resistance to fire 20.

***Greater Weapon Afire* (Ps):** At 8th level, when a pyrokineticist activates her hand afire ability or her weapon afire ability, her unarmed attack or weapon deals an extra 4d6 points of fire damage instead of 2d6. Touch attacks made while she uses the nimbus ability likewise deal 4d6 points of damage instead of 2d6.

***Heat Death* (Ps):** A pyrokineticist who reaches 9th level can expend her psionic focus and take a full attack action to raise the internal temperature of one living creature within 30 feet to lethal levels. The target must succeed on a Fortitude saving throw (DC 14 + pyro's Cha modifier) or die horrifically as its blood (or other internal fluid) boils. Even on a successful save, the target takes 4d8 points of fire damage from the heat.

***Conflagration* (Ps):** At 10th level, a pyrokineticist gains the ability to create a massive burst of raging flames around herself, burning everything in the area. Once per day, as a standard action, she can use this ability to deal 15d6 points of fire damage in a 30-foot-radius burst emanating from herself. Any creature or object caught in the burst can make a Reflex saving throw (DC 15 + pyro's Cha modifier) for half damage. Anyone failing the Reflex save against the *conflagration* must also make a Fortitude saving throw (same DC) or die due to extreme shock from the intense heat.

THRALLHERD

Thrallherds manipulate the minds of others as if they were clay in the hands of a sculptor. Some creatures are more susceptible than others to the thrallherd's unconscious, but continual, call to service. And so they come, eager to be led, happy to follow, and completely under the thrallherd's control. In this way, thrallherds keep a minor menagerie of enthralled servants that are anxious to do their will.

This class doesn't offer much for those who enjoy doing things themselves. Because thrallherds delegate most tasks, including their own physical defense, psions (especially telepaths) are most apt to follow this path.

NPC thrallherds are perfect villains or valuable lieutenants because of each one's ability to hold the minds of several underlings simultaneously, and without needing to actively recruit new believers to replace those that perish while executing their assigned duties.

Hit Die: d4.

REQUIREMENTS

To qualify to become a thrallherd, a character must fulfill all the following criteria.

Skills: Diplomacy 4 ranks, Knowledge (psionics) 8 ranks.

Feat: Inquisitor.

Psionics: Manifester level 5th and able to manifest *mindlink*.

CLASS SKILLS

The thrallherd's class skills are Autohypnosis* (Wis), Bluff (Cha), Concentration* (Con), Craft (any) (Int), Diplomacy (Cha), Knowledge (psionics)*, Psicraft* (Int), and Sense Motive (Wis).

*See new skills and expanded uses of existing skills in Chapter 3 of this book. See Chapter 4 of the *Player's Handbook* for other skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the thrallherd prestige class.

Weapon and Armor Proficiency: Thrallherds gain no proficiency with any weapon or armor.

Powers Known: At every level from 2nd through 9th, a thrallherd gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that she adds the level of thrallherd to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly.

If a character had more than one manifesting class before she became a thrallherd, she must decide to which class she adds the new level of thrallherd for the purpose of determining power points per day, powers known, and manifester level.

Thrallherd (Ex): A thrallherd who has just entered the class sends out a subtle psychic call for servants, and that call is answered. Essentially, the character gains something akin to the Leadership feat (see page 106 of the *Dungeon Master's Guide*), but with some important differences.

Those who answer a thrallherd's call are not referred to as cohorts and followers, but rather as thralls and believers, respectively. They do not appear because they admire the character and want to serve her, but because a hidden psychic resonance connects the thrallherd and her servants.

As with the Leadership feat, a thrallherd has a Leadership score that determines the highest-level thrall and believers she can attract. A thrallherd's Leadership score is equal to her character level + her Cha modifier + her thrallherd level. (Note that her thrallherd level is counted twice.) This score

Table 6–8: The Thrallherd

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+0	+0	+0	+2	Thrallherd	—
2nd	+1	+0	+0	+3	—	+1 level of existing manifesting class
3rd	+1	+1	+1	+3	Psionic charm	+1 level of existing manifesting class
4th	+2	+1	+1	+4	—	+1 level of existing manifesting class
5th	+2	+1	+1	+4	Psionic dominate	+1 level of existing manifesting class
6th	+3	+2	+2	+5	—	+1 level of existing manifesting class
7th	+3	+2	+2	+5	Greater dominate	+1 level of existing manifesting class
8th	+4	+2	+2	+6	—	+1 level of existing manifesting class
9th	+4	+3	+3	+6	Superior dominate	+1 level of existing manifesting class
10th	+5	+3	+3	+7	Twofold master	—

is not affected by any of the modifiers mentioned on page 106 of the *Dungeon Master's Guide*.

As with the Leadership feat, the called thrall's level is limited, even if the character's Leadership score would indicate a higher-level thrall. Unlike with the Leadership feat, the level limit of a thrall is equal to the character's total level minus 1 (not level minus 2, as is true for cohorts).

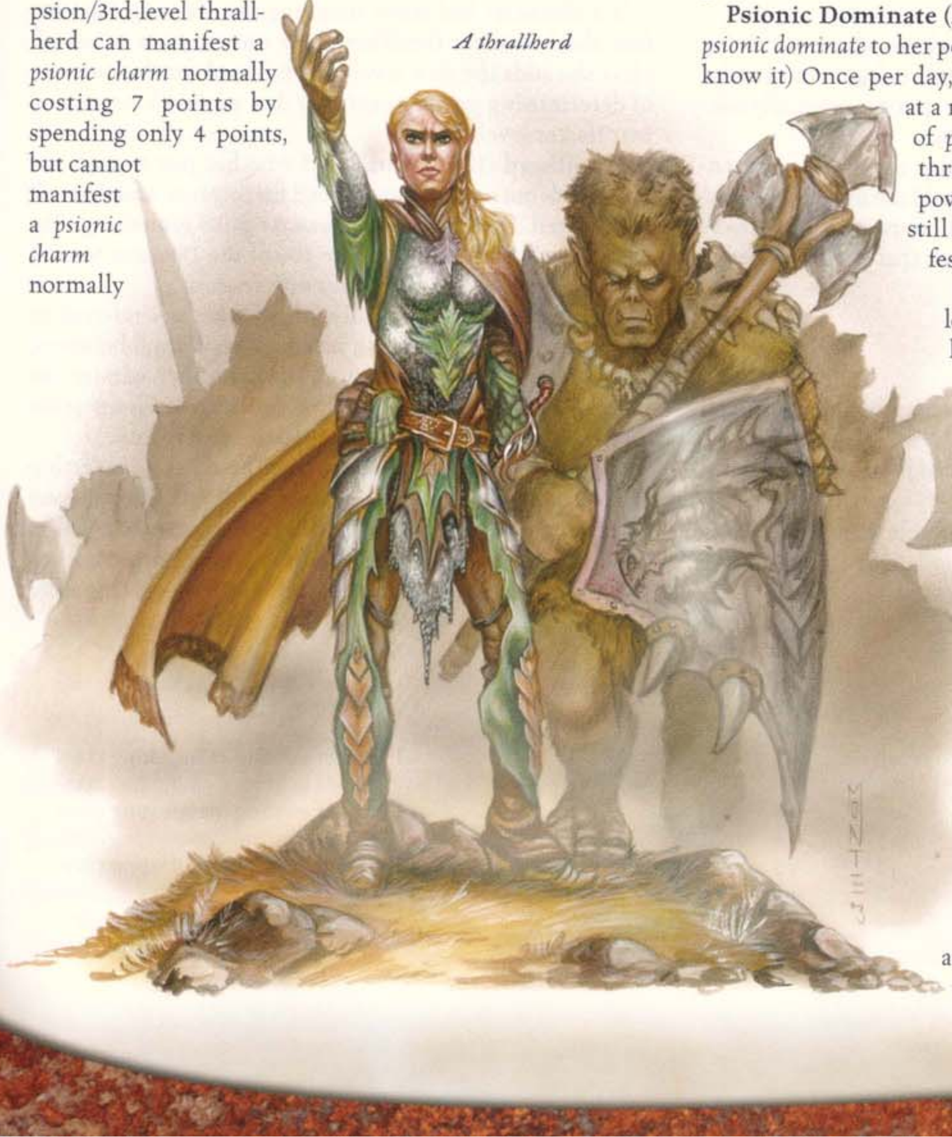
A thrallherd cannot take the Leadership feat; if the character already has it, the feat is lost and replaced by this ability; those who were previously cohorts and followers go their separate ways, and those who are more mentally pliable show up later to take up roles as thralls and believers. A thrallherd's first thrall and believers arrive within 24 hours of her entry into this class; likewise, lost thralls and believers are replaced within 24 hours.

Use the following table instead of the one in the Dungeon Master's Guide to determine the level of a thrallherd's thrall and the number of believers of various levels a thrallherd can attract.

Leadership Score	Thrall Level	— Number of Believers by Level — 1st	2nd	3rd	4th	5th	6th
1 or lower	—	—	—	—	—	—	—
2	1st	—	—	—	—	—	—
3	2nd	—	—	—	—	—	—
4	3rd	—	—	—	—	—	—
5	3rd	—	—	—	—	—	—
6	4th	—	—	—	—	—	—
7	5th	—	—	—	—	—	—
8	5th	—	—	—	—	—	—
9	6th	—	—	—	—	—	—
10	7th	5	—	—	—	—	—
11	7th	6	—	—	—	—	—
12	8th	8	—	—	—	—	—
13	9th	10	1	—	—	—	—
14	10th	15	1	—	—	—	—
15	10th	20	2	1	—	—	—
16	11th	25	2	1	—	—	—
17	12th	30	3	1	1	—	—
18	12th	35	3	1	1	—	—
19	13th	40	4	2	1	1	—
20	14th	50	5	3	2	1	—
21	15th	60	6	3	2	1	1
22	15th	75	7	4	2	2	1
23	16th	90	9	5	3	2	1
24	17th	110	11	6	3	2	1
25 or higher	17th	135	13	7	4	2	2

Psionic Charm (Ex): At 3rd level, a thrallherd adds *psionic charm* to her powers known (if she doesn't already know it). Once per day, she can manifest *psionic charm* at a reduced power point cost. The cost of *psionic charm* is reduced by the thrallherd's level, to a minimum of 1 power point. The effect of this power is still restricted by the thrallherd's manifester level.

For example, a 5th-level psion/3rd-level thrallherd can manifest a *psionic charm* normally costing 7 points by spending only 4 points, but cannot manifest a *psionic charm* normally costing 10 points, since the effect of the power would be greater than her manifester level of 7th.



A thrallherd

Illus. by M. Moore

Psionic Dominate (Ex): At 5th level, a thrallherd adds *psionic dominate* to her powers known (if she doesn't already know it) Once per day, she can manifest *psionic dominate* at a reduced power point cost. The cost of *psionic dominate* is reduced by the thrallherd's level, to a minimum of 1 power point. The effect of this power is still restricted by the thrallherd's manifester level.

Greater Dominate (Ex): At 7th level and higher, a thrallherd does not have to pay 2 additional power points when she augments *psionic dominate* to affect animals, fey, giants, magical beasts, and monstrous humanoids. This reduced point cost does not increase the save DC of the power as if she had spent the additional power points.

Superior Dominate (Ex): At 9th level, a thrallherd does not have to pay 4 additional power points when she augments *psionic dominate* to affect aberrations, dragons, elementals, and outsiders (in addition to the creature types mentioned in the greater dominate ability). This reduced point cost does not increase the save DC of the power as if she had spent the additional power points.

Table 6–9: The War Mind

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/Day	Powers Known	Maximum Power Level Known
1st	+1	+2	+2	+0	Chain of personal superiority +2	2	1	1st
2nd	+2	+3	+3	+0	Chain of defensive posture +2	5	2	1st
3rd	+3	+3	+3	+1	Enduring body (DR 1/—)	9	2	1st
4th	+4	+4	+4	+1	—	14	3	2nd
5th	+5	+4	+4	+1	Sweeping strike	20	3	2nd
6th	+6	+5	+5	+2	Enduring body (DR 2/—)	28	4	3rd
7th	+7	+5	+5	+2	Chain of personal superiority +4	37	4	3rd
8th	+8	+6	+6	+2	Chain of defensive posture +4	47	5	4th
9th	+9	+6	+6	+3	Enduring body (DR 3/—)	58	5	4th
10th	+10	+7	+7	+3	Chain of overwhelming force	70	6	5th

Twofold Master (Ex): At 10th level, a thrallherd can add a second thrall to her herd. This second thrall's maximum level is equal to the thrallherd's level minus 2, even if her Leadership score would indicate a higher-level thrall.

WAR MIND

War minds are expert fighters who claim to possess unequaled knowledge in the art of war. Through a combination of inner contemplation and external study of an ancient text called the Talariic Codex, war minds grow in their craft of arms and war. Those who study the Talariic Codex learn several tenets, collectively known as chains of war. As a war mind masters one chain, he opens himself to learn the next chain in the series, should he desire to continue to bend his mind to the intensive studies required to advance in this class.

Soulknives and psychic warriors are most likely to take up study of the Talariic Codex, though finding a copy of the ancient text may prove a task all its own. Even those who initially begin their careers as fighters or barbarians may pick up some training in a psionic class for the express purpose of eventually being able to study as a war mind.

NPC war minds can sometimes be found directing military forces, leading elite strike teams, fighting in prestigious arena events as a local favorite, or in some other important warfare-oriented capacity.

Hit Die: d10.

REQUIREMENTS

To qualify to become a war mind, a character must fulfill all the following criteria.

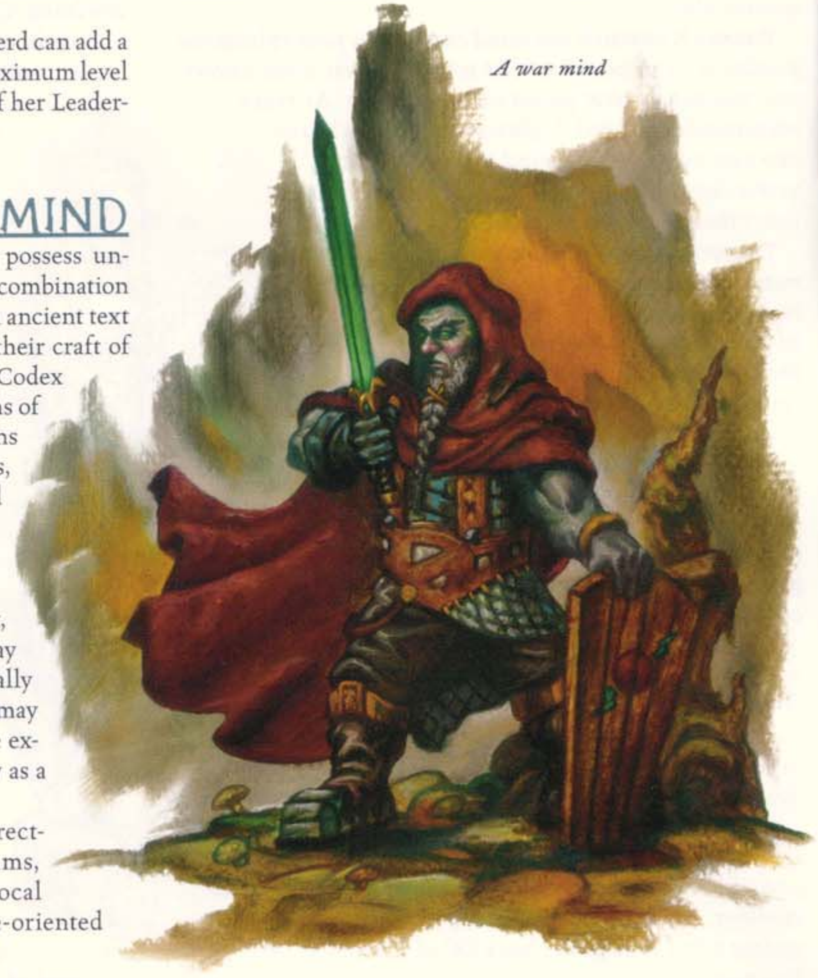
Alignment: Any nonchaotic.

Base Attack Bonus: +3.

Skills: Knowledge (history) 2 ranks, Knowledge (psionics) 8 ranks.

Psionics: Must have a power point reserve of at least 1 power point.

Special: Must have had some instruction by another war mind, have access to Talariic texts, or belong to an organization that has access to Talariic texts.



A war mind

Illus. by J. Pavelec

CLASS SKILLS

The war mind's class skills (and the key ability for each skill) are Autohypnosis* (Wis), Concentration* (Con), Intimidate (Cha), Knowledge (history) (Int), Knowledge (psionics)* (Int), and Psicraft* (Int).

*See new skills and expanded uses of existing skills in Chapter 3 of this book. See Chapter 4 of the *Player's Handbook* for other skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the war mind prestige class.

Weapon and Armor Proficiency: War minds gain no proficiency with any weapon or armor.

Power Points/Day: A war mind can manifest powers. His ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on Table 6–9: The War Mind. In addition, he receives bonus power points per day if he has a high Wisdom score (see Table 2–1: Ability Modifiers and Bonus Power Points). His race may also provide bonus power points per day, as may certain feats and items. If a war mind has power points from a different class, those points are pooled together and usable to manifest powers from either class. Bonus power points from having a high ability score can be gained only for the character's highest psionic class.

Powers Known: A war mind chooses his powers from the psychic warrior power list. At 1st level, a war mind knows one psychic warrior power of your choice. At every even-numbered level higher than 1st, he learns one new power. A war mind can manifest any power that has a power point cost equal to or lower than his manifester level.

The total number of powers a war mind can manifest per day is limited only by his daily power points. In other words, a 5th-level war mind (with a total of 20 power points, not counting any gained for a high Wisdom score) could manifest a power costing 1 power point twenty times in one day, a power costing 5 power points four times in one day, or any combination of power point costs that does not exceed 20 power points in total.

A war mind simply knows his powers; they are ingrained in his mind. He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent power points.

The Difficulty Class for saving throws against war mind powers is 10 + the power's level + the war mind's Wisdom modifier. For example, the saving throw against a 2nd-level power has a DC of 12 + Wis modifier.

Maximum Power Level Known: A war mind gains the ability to learn one 1st-level power when he takes his first level in the prestige class. As he attains each even-numbered level beyond 2nd, a war mind gains the ability to master more complex powers. A 4th-level war mind can learn powers of 2nd level or lower, a 6th-level war mind can learn powers of 3rd level or lower, and so on.

To learn or manifest a power, a war mind must have a Wisdom score of at least 10 + the power's level. For example, a war mind with a Wisdom score of 13 can manifest powers of 3rd level or lower.

Chain of Personal Superiority (Ex): At 1st level, a war mind learns the first principle of warfare for the individual combatant: the ability to both deal punishment and take it. Calling upon inner reserves of knowledge and dedication, a war mind can provide himself with a +2 insight bonus to Strength and Constitution for up to 1 minute. A war mind can use this power three times per day. Activating this power is a free action. At 7th level, the insight bonus to Strength and Constitution improves to +4.

Illus. by D. Crabapple-McClain

Chain of Defensive Posture (Ex): At 2nd level, a war mind learns the second principle of warfare for the individual combatant: the ability to avoid the enemy's counterattacks if that enemy is not immediately overwhelmed. Calling upon inner reserves of knowledge and dedication, a war mind can provide himself with a +2 insight bonus to Armor Class for up to 1 minute. A war mind can use this power three times per day. Activating this power is a free action. At 8th level, the insight bonus to Armor Class improves to +4.

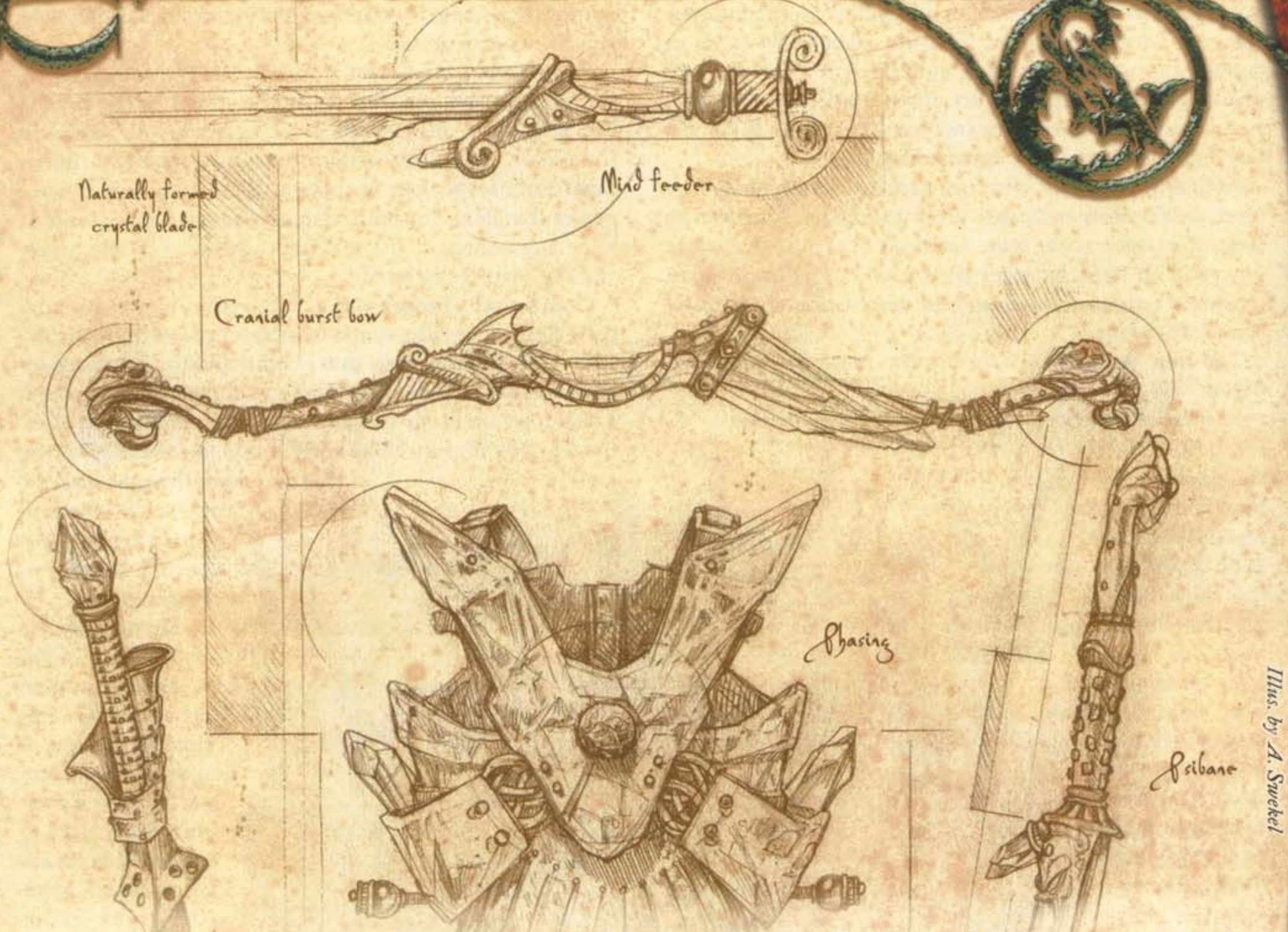
Enduring Body (Ex): At 3rd level, a war mind learns the third principle of warfare for the individual combatant: to unleash in oneself the spirit of the enduring body. The Talariic texts tell of the perfect warrior, a legend named Ununquam the Vanquisher, who lived many thousands of years ago but who achieved deeds that live on through the texts. The spirit of the ideal body transforms a war mind, granting him damage reduction 1/–. At 6th level, his damage reduction improves to 2/–. At 9th level, his damage reduction improves to 3/–.

Sweeping Strike (Ex): At 5th level, a war mind gains the ability to make great, sweeping swings with a melee weapon. On each melee attack a war mind makes, he can choose squares he threatens that are adjacent to each other, and his attacks apply to creatures in those two squares equally. A war mind can use this ability on any attack, even an attack of opportunity or a cleave attempt. A war mind cannot use this ability if he has moved more than 10 feet since the end of his last turn. If a war mind drops one or both of his foes with a sweeping strike, he can attempt a cleave normally; however, he makes only one cleave attempt per sweeping strike, even if he drops more than one foe.

Chain of Overwhelming Force (Su): At 10th level, a war mind learns the fourth principle of warfare for the individual combatant: to discover the underlying violence of the world and deliver it in a perfectly executed attack. The Talariic texts describe precisely the state of mind necessary to tap into this underlying energy and apply it to a single attack, dealing an extra 10d6 points of damage. A war mind can use this power once per day. Activating this power is a free action. If the attack misses, the power is wasted.

PSIONIC ITEMS

CHAPTER SEVEN



Illus. by A. Swekel

Psionic items are imbued with mental powers, widely sought and hard-won from the hoards of conquered monsters or the grasp of fallen foes. Ambitious characters can even craft their own. Psionic items grant abilities to a character that she could never otherwise have or complement her existing capabilities in uncanny ways. Some psionic items are intelligent—a few dangerously so.

Chapter 7 of the *Dungeon Master's Guide* describes the many sorts of magic items that enhance a campaign. Psionic items are likewise classified into categories: armor, weapons, *cognizance crystals*, dorjes, power stones, psicrowns, psionic tattoos, and universal items. A few psionic items are of such rarity and power that they belong to a category of their own: artifacts. Artifacts may be minor (extremely rare but not one-of-a-kind items) or major (each one unique and extremely potent).

Armor and Shields: Psionic armor (including shields) offers improved protection to the wearer. Some of these items confer abilities beyond a benefit to Armor Class. For example, a character wearing *+2 quickness armor* is not only protected by this psionically enhanced armor (+2 enhancement bonus to AC) but adds 5 feet to her speed.

Weapons: Psionic weapons are imbued with a variety of combat powers and almost always improve the attack rolls and damage rolls of the wielder as well. For example, a *+1 soulbreaker longsword* adds +1 to attack rolls and damage rolls and also bestows a negative level on a critical hit.

Cognizance Crystals: A *cognizance crystal* resembles a piece of elaborate jewelry. It stores power points that can be used later by any psionic creature or character. Sometimes *cognizance crystals* are hung from belts or necklaces or attached to the ends of rods or staffs, but that adornment is unnecessary to their function.

Dorjes: A dorje is a slender, elongated crystal imbued with the ability to manifest a specific power fifty times.

Power Stones: A power stone is a small crystal imprinted with psionic powers that can be used later.

Psicrowns: A psicrown is a potent headband charged with several psionic powers.

Psionic Tattoos: A psionic tattoo is a strange design placed on the skin of a living creature, imbued with a psionic power that affects only the wearer.

Universal Items: This catchall category includes jewelry, tools, masks, clothing, and many more.

USING ITEMS

To use a psionic item, it must be activated, although sometimes activation is accomplished simply by picking up an item (such as a shield) or putting it on (such as a pair of boots or a mask). Some items, once they are carried or worn, function constantly. In most cases, using an item requires a standard action that does not provoke attacks of opportunity. By contrast, power completion items (see below) are treated just like powers in combat and do provoke attacks of opportunity.

Activating a psionic item is a standard action unless the item description indicates otherwise. The manifesting time of a power is the time required to activate the same power in an item, whether it's a power stone, a dorje, or a psionic tattoo, unless the item description specifically states otherwise.

The four ways to activate psionic items are described below.

Power Completion: This is the activation method for power stones. A power stone holds a power that is mostly finished. All that's left to do is perform the short, simple, finishing parts of the manifestation (the final mental coda, as it were). To use a power completion item safely, a character must be of high enough level in the appropriate class to manifest the power already. If he can't already manifest the power, there's a chance he'll make a mistake (see Brainburn, page 168). Activating a power completion item is a standard action and provokes attacks of opportunity exactly as manifesting a power does.

Illus. by D. Martin

Powers stored in power completion items are usually not augmented, because the manifester level of such an item is assumed to be the minimum necessary to manifest the stored power. However, an item's description may specify otherwise (some power stones have manifester levels higher than the minimum required to manifest the stored power, and are then assumed to be augmented as well).

Power Trigger: This is the activation method for dorjes and psicrowns. It requires the special knowledge of power manifestation that a character of the appropriate class would know, and the formation of the appropriate command thought. This means that if a psychic warrior picks up a dorje that stores a psychic warrior power, she can figure out how to use it. If a power is on a character's power list, the character knows how to use a power trigger item that stores that power. The user must still determine what power is stored in the item before she can activate it. Activating a power trigger item is a standard action that does not provoke attacks of opportunity.

Powers stored in power trigger items are not augmented. Such powers are assumed to be stored in the item at the minimum manifester level necessary to manifest the power. However, certain items may specify a higher manifester level than necessary. If such an item holds a power that deals hit point damage, the power is assumed to be augmented to the maximum allowed by the power and the manifester level.

Command Thought: If no activation method is suggested either in the psionic item description or by the nature of the item, assume that a command thought is needed to activate it. Command thought activation means that a character mentally projects a thought, and the item activates. No other special knowledge is needed. Activating a command thought psionic item is a standard action that does not provoke attacks of opportunity.

Sometimes the command thought to activate an item is mentally imprinted within it and is whispered into the mind of a creature who picks it up. Other items are silent, but a Knowledge (psionics) or Knowledge (history) check might be useful in helping to identify command thoughts. A successful DC 30 check is needed to come up with the command thought in this case.

The power *psionic identify* reveals command thoughts.

Powers stored in command thought items are usually not augmented, because the manifester level of such an item is assumed to be the minimum possible to manifest the stored power.

Use-Activated: This type of psionic item simply has to be used to activate. A character must tap a psionic tattoo, swing a sword, interpose a shield to deflect a blow in combat, wear a mask, or don a psychoactive skin. Use activation is generally straightforward and self-explanatory.

Many use-activated items are objects that a character wears. Items that one wears, such as a *ring of self-sufficiency* or *boots of skating*, are practically always continually functioning items. A few, such as *gloves of titan's grip*, can only be activated after the wearer meets some condition while the item is being worn. Some items made for wearing, such as a *skin of the claw*, must still be activated. Although this activation sometimes requires a command thought (see above), usually it means mentally willing the activation to happen (a free action). The description of an item states whether a command thought is needed in such a case.

Unless stated otherwise, activating a use-activated psionic item is either a standard action or not an action at all and does not provoke attacks of opportunity, unless the use involves performing an action that provokes attacks of opportunity in itself, such as drawing a psionic bow within a threatened area. If the use of the item takes time (such as tapping a psionic tattoo or putting on or taking off a ring or hat) before a psionic effect occurs, then use activation is a standard action. If the item's activation is subsumed in its use and takes no extra time (such as swinging a psionic sword that has a built-in enhancement bonus), use activation is not an action at all.

Use activation doesn't mean that if you use an item, you automatically know what it can do. Putting on *boots of stomping* does not immediately activate them. You must know (or at least guess) what the item can do and then use the item to activate it, unless the benefit of the item comes automatically, such from swinging a sword.

Powers stored in use-activated items are usually not augmented, because the manifester level of such an item is assumed to be the minimum possible to manifest the stored power.

SAVING THROWS AGAINST PSIONIC ITEM POWERS

Psionic items produce psionic powers. The DC of a saving throw against a power from a psionic item is always 10 + the level of the power or effect + the ability modifier of the minimum ability score needed to manifest that level of power. For example, a 3rd-level power's save DC would be 10 + 3 (for being 3rd level) + 1 (for needing at least a 13 in the relevant ability score to manifest a 3rd-level power), for a total of 14. Another way to figure the same number is to multiply the power's level by 1-1/2 and add 10 to the result.

Psicrowns are an exception to the rule. Treat the saving throw as if the wielder manifested the power, including caster level and all modifiers to save DC. For example, if Ialdabode the psion triggers *psionic charm* from a *psicrown of the dominator*, it has a save DC of 14 because Ialdabode has an Intelligence of 16.

Some psionic items take advantage of the fact that powers can be augmented to increase their saving throw DCs. These items are special and have their cost to create and market price calculated using the manifester's level instead of the power's level.

Most item descriptions give saving throw DCs for various effects, particularly when the effect has no exact power equivalent (making its level otherwise difficult to quickly determine).

DAMAGING PSIONIC ITEMS

A psionic item doesn't need to make a saving throw unless it is unattended, it is specifically targeted by the effect, or its wielder rolls a natural 1 on his saving throw. Psionic items should always get a save against powers or spells that might deal damage to them—even against attacks from which a mundane item would normally get no chance to save. All types of psionic item saves—Fortitude, Reflex, and Will—are calculated the same way: The item's saving throw bonus equals 2 + 1/2 its manifester level (round down). The only exceptions to this rule are intelligent psionic items, which make Will saves based on their own Wisdom scores.

A psionic item, unless otherwise noted, takes damage as a normal item of the same type. A damaged psionic item continues to function, but if it is destroyed, all its psionic power is lost.

REPAIRING ITEMS

Some psionic items (especially psionic weapons and shields) may take damage over the course of an adventure. It costs no more to repair a psionic item with the Craft skill than it does to repair its nonpsionic counterpart. The *make whole* spell can repair a damaged—but not completely broken—psionic item.

INTELLIGENT ITEMS

Some psionic items, particularly weapons, have an intelligence all their own. Only permanent psionic items (as opposed to those that are single-use items, those that have charges, or those that store power points) can be intelligent. (This means that psionic tattoos, power stones, and dorjes, among other items, are never intelligent.)

In general, less than 1% of psionic items have intelligence. Use intelligent psionic items sparingly in your campaign, because they require more work on the part of both player and DM.

See Intelligent Items on page 268 of the *Dungeon Master's Guide* for more information.

CURSED ITEMS

Some psionic items are cursed—incorrectly made, or corrupted by outside forces. Cursed items might be particularly dangerous to the user, or they might be normal items with a minor flaw, an inconvenient requirement, or an unpredictable nature. Randomly generated items

VARIANT: NEW PSIONIC ITEMS

In the same way that you (as the DM) can invent new powers and monsters for your campaign, you can invent new psionic items. In the same way that a player character manifester can research a new power, a PC may be able to invent a new kind of psionic item. And just as you have to be careful about new powers, you need to be careful with new psionic items. Use the psionic item descriptions in this chapter and the magic item descriptions in Chapter 7 of the *Dungeon Master's Guide* as examples on which to base new psionic items. A new psionic item needs all the information that similar, existing psionic items have, including activation type, activation time, and manifester level. You should also be ready to determine the market price of a new psionic item, if it's one that the PCs find, in case a character wants to sell it or duplicate it.

are cursed 5% of the time. If you wish to include faulty and/or dangerous psionic items in your campaign, see Cursed Items on page 272 of the *Dungeon Master's Guide* for more information.

CHARGES AND MULTIPLE USES

Some items are limited in power by the number of charges they hold or the number of power points they contain.

Normally, charged items (such as dorjes) have 50 charges at most. If such an item is found as a random part of a treasure, roll d% and divide by 2 to determine the number of charges left (round down, minimum 1).

Similarly, items that contain power points (such as psicrowns) have a number of points equal to 50 × the manifester level of the creator. If such an item is found as a random part of a treasure, roll d% and divide by 2 to determine the number by which the manifester level is multiplied (round down, minimum 1).

Market prices given on the tables in this chapter are always for fully charged or fully powered items. (When an item is created, it is fully charged or fully powered.) For an item that's worthless when its charges or power points run out (which is the case for almost all charged or powered items), the value of the partially used item is proportional to the number of charges left. A dorje with 20 charges, for example, is worth 40% of the value of a fully charged dorje (with 50 charges). For an item that has usefulness in addition to its charges, only part of the item's value is based on the number of charges left (DM's discretion).

Some items, such as arrows, power stones, and *shards*, are single-use and expendable. Such items can often be found in sets or groups. For example, it's common to come upon a pouch with more than one *shard*. These are priced and weighted in the random tables as single items, but you can allow more of such items when they are determined. For example, if three minor psionic items are indicated in a treasure hoard and you get a power stone on the first roll, you might decide that all three items are power stones. Such placement makes for more logical hoards of treasure for adventurers.

TABLE 7–1: MAGIC–PSIONICS EQUIVALENCIES

Magic Item	Psionic Effect
Helm of telepathy	Substitute power for spell
Pearl of power	Treat in all ways as a *cognizance crystal* with power point capacity appropriate to the equivalent power level
Crystal ball	Substitute power for spell
Ioun stones	
Vibrant purple	Stores three levels of psionic powers
Pale lavender	Absorbs powers up to 4th level (burns out as normal)
Rainbow[1]	Provides 5 power points per day (regenerates)
Dull gray[2]	Provides 1 power point to a psionic character, then disintegrates

1 New item: Treat as a *cognizance crystal* in *ioun stone* form, except that it regenerates its stored power points each day; Price 16,000 gp.

2 Dull gray stones are useless for magic but still harbor just enough resonance that a psionic character can eke out 1 power point before the stone is gone forever.

MAGIC ITEMS FOR PSIONIC CHARACTERS

Unless the DM is using the Psionics Is Different option (see page 65), many magic items described in the *Dungeon Master's Guide* can aid psionic characters. The table below provides some possibilities.

PSIONIC ITEM DESCRIPTIONS

In the following sections, each type of psionic item, such as armor or psionic tattoos, has a general description, followed by descriptions of specific items.

General descriptions include notes on activation, random generation, and other information. The Armor Class, hardness, hit points, and break DC are given for typical examples of some types of psionic items. The Armor Class assumes that the item is unattended and includes a –5 penalty for the item's effective Dexterity of 0. If a creature holds the item, use the creature's Dexterity modifier as an adjustment to Armor Class in place of the –5 penalty.

Some individual items, notably those that simply store psionic powers, don't get full-blown descriptions. Simply reference the power's description in Chapter 5: Powers. Assume that the power is manifested at the minimum level required to manifest it, unless you choose to make the manifester level higher for some reason. Doing so increases the cost of the item; see Table 7–33: Estimating Magic Item Gold Piece Value, page 285 of the *Dungeon Master's Guide*, substituting "spell" for "power" and "caster level" for "manifester level" as appropriate. The main reason to make the manifester level higher, or course, would be to increase the potency of the power. Raising the manifester level is common for powers such as *astral construct*, the duration of which increases with the level of the manifester.

Items with full descriptions have their abilities detailed, and each of the following aspects of these items is summarized at the end of the description.

Aura: Most of the time, a *detect psionics* power will reveal the discipline associated with a psionic item and the strength of the aura an item emits. This information (when applicable) is given at the beginning of the item's notational entry in the form of a phrase such as "Strong telepathy." See the *detect psionics* power description, page 91, for more information.

Manifester Level: The next entry in the summary indicates the level of the creator (or the manifester level of the powers placed within the item, if this level is lower than the actual level of the creator). The manifester level provides the item's saving throw bonus, as well as range and other level-dependent aspects of the powers of the item (if variable). It also determines the level that must be contended with should the item come under the effect of a *dispel psionics* power or a similar situation. This information is given in the form "ML x," where "ML" is an abbreviation for manifester level and "x" is an ordinal number representing the manifester level itself.

For psionic tattoos, power stones, and dorjes, the creator can set the manifester level of an item at any number high enough to manifest the stored power and not higher than her own manifester level. For other psionic items, the item itself determines the manifester level. In this case, the creator's manifester level must be as high as the item's manifester level (and prerequisites may effectively put a higher minimum on the creator's level).

Prerequisites: Certain requirements must be met in order for a character to create a psionic item. These include feats, powers, and miscellaneous requirements such as level, alignment, and race or kind. The prerequisites for creation of an item are given in the summary immediately following the item's manifester level.

A power prerequisite can be provided by a character who knows the power, or through the use of a power completion or power trigger psionic item or a psi-like ability that produces the desired power effect. For each day that passes during the creation process, the creator must expend one power completion item (such as a power stone) or 1 charge from a power trigger item (such as a dorje), if either of those objects is used to supply a prerequisite.

It is possible for more than one character to cooperate in the creation of an item, with each participant providing one or more of the prerequisites. In some cases, cooperation may even be necessary, such as if one character knows some of the powers necessary to create an item and another character knows the rest.

If two or more characters cooperate to create an item, they must agree among themselves who will be considered the creator for the purpose of determinations where the creator's level must be known. (It's sensible, although not mandatory, for the highest-level character involved to be considered the creator.) The character designated as the creator pays the experience points required to make the item.

Typically, a list of prerequisites includes one feat and one or more powers (or some other requirement in addition to the feat). When two powers at the end of a list are separated by "or," one of those powers is required in addition to every other power mentioned prior to the last two.

Market Price: This gold piece value, given in the summary following the word "Price," represents the price someone should expect to pay to buy the item. Market prices are also included on the random generation tables for easy reference. The market price of an item that can be constructed with a psionic item creation feat is usually equal to the base price + the price for any components (special materials or experience point expenditure).

Cost to Create: The cost in gold pieces and experience points to create the item is given in the summary following the word "Cost." This information appears only for items with components (material or experience points) that make their market prices higher than their base prices. The cost to create includes the costs derived from the base cost plus the cost of the components. Items without components do not have a "Cost" entry. For them, the market price and base price are the same. The cost in gold pieces is 1/2 the market price, and the cost in experience points is 1/25 the market price. (The *githyanki silver sword*, described on page 167, is the only item in this chapter that has a "Cost" entry in its summary.)

Weight: The notational entry for many items ends with a value for the item's weight. When a weight figure is not given, the item has no weight worth noting (for the purpose of determining how much of a load a character can carry).

PSIONIC ITEM NAMES

Power-storing psionic items—primarily dorjes and psionic tattoos—have names that simply reflect the power stored within them, such as a *dorje of mind thrust* or a *tattoo of float*. In the game world, these can be replaced by more sophisticated or evocative names. The straightforward names of power-storing items also distinguish them from more powerful items with more interesting names such as the *psicrown of the beast*, the *skin of the hero*, or a *coup de grace* sword.

RANDOM PSIONIC ITEMS

Table 7–1 on page 216 of the *Dungeon Master's Guide* gives the chances of discovering minor, medium, and major magic items. You can substitute psionic items of similar potency by using the table below instead, or simply pick an item of the appropriate type.

The *Dungeon Master's Guide* provides a step-by-step set of instructions for generating an item. Adapt those instructions for use in generating random psionic items.

Table 7–2: Random Psionic Item Generation

Minor	Medium	Major	Item
01–02	01–05	01–05	Armor, possibly with special ability (Table 7–3)
03–04	06–10	06–10	Shield, possibly with special ability (Table 7–4)
05–06	11–15	11–15	Melee weapon, possibly with special ability (Table 7–5)
08–09	16–20	16–20	Ranged weapon, possibly with special ability (Table 7–6)
10–40	21–40	21–35	*Cognizance crystal* (Table 7–7)
41–46	41–50	36–45	Dorje (Table 7–8)
47–81	51–68	46–67	Power stone (Tables 7–9, 7–10)
82–87	69–82	68–75	Psicrown (Table 7–11)
88–93	83–89	76–87	Psionic tattoo (Table 7–12)
94–100	—	—	Minor universal item (Table 7–13)
—	90–100	—	Medium universal item (Table 7–14)
—	—	88–100	Major universal item (Table 7–15)

ARMOR AND SHIELDS

In general, psionic armor and shields follow the rules for the equivalent magic items, as far as enhancement bonuses, stacking, and other base abilities are concerned (as shown on Table 7–2: Armor and Shields, page 216 of the *Dungeon Master's Guide*). An enhancement bonus is treated the same way regardless of whether magic or psionics created it.

Psionic armor and shields differ from standard and magical equivalents in that psionic armor and shields incorporate one or more crystals into their construction. Particularly powerful armor and shields may be entirely composed of brightly hued or transparent crystals.

Random Generation: If your roll on Table 7–2 above indicates armor or a shield, consult page 216 of the *Dungeon*

Master's Guide and roll on the tables there (Table 7–2, Table 7–3, and Table 7–4) as appropriate.

Special Note: Because this book does not present any specific kinds of armor or specific shields, reroll any result on Table 7–2 in the *Dungeon Master's Guide* that indicates a specific item—or, alternatively, consider a result of "Specific armor" or "Specific shield" to be a result of "Special ability and roll again" (if you want psionic armor and shield special abilities to be more prevalent than they would otherwise be).

If a special ability is indicated for the armor or shield being generated, return to this section and roll on the appropriate table below (Table 7–3: Psionic Armor Special Abilities or Table 7–4: Psionic Shield Special Abilities).

Special Qualities: Roll d%. An 01 result indicates the item is intelligent, an 02–31 result indicates that the command thought (if any) is psionically imprinted and whispers itself into the user's mind on acquisition, and 32–100 indicates no special qualities.

Intelligent items have extra abilities and sometimes also extraordinary powers and special purposes. Use the rules beginning on page 268 of the *Dungeon Master's Guide* for defining intelligent items, substituting manifesting for spellcasting as required. However, an intelligent item should have a unique flavor—don't be afraid to give it interesting psionic capabilities. For example, a psionic helmet might have the ability to manifest powers in its own right. Or a shield could grant additional protection against specified psionic beings, such as githyanki.

TABLE 7–3: PSIONIC ARMOR SPECIAL ABILITIES

Minor	Medium	Major	Special Ability	Base Price Modifier
01–30	01–07	01–03	Quickness	+1 bonus[1]
31–74	08–30	04–05	Landing	+4,000 gp
75–80	31–46	06–10	Floating	+4,000 gp
81–96	47–55	11–20	Linked	+6,000 gp
97	56–66	21–30	Seeing	+6,000 gp
98	67–75	31–40	Power resistance (13)	+2 bonus[1]
99	76–83	41–50	Ectoplasmic	+10,800 gp
—	84–89	51–60	Gleaming	+3 bonus[1]
—	90–94	61–70	Power resistance (15)	+3 bonus[1]
—	95–98	71–77	Vanishing	+3 bonus[1]
—	99	78–83	Mindarmor	+24,000 gp
—	—	84–89	Power resistance (17)	+4 bonus[1]
—	—	90–94	Radiant	+4 bonus[1]
—	—	95–96	Aporter	+40,320 gp
—	—	97–98	Power resistance (19)	+5 bonus[1]
—	—	99	Phasing	+65,520 gp
100	100	100	Roll twice again[2]	—

[1] Add to enhancement bonus on Table 7–2, page 216 of the *Dungeon Master's Guide*, to determine total market price.

[2] If you roll a special ability twice, only one counts. If you roll two versions of the same special ability, use the better.

Psionic Armor and Shield Special Ability Descriptions

Most psionic armor and shields have only enhancement bonuses. Such items can also have one or more of the special abilities detailed below. Armor or a shield with a special ability must have at least a +1 enhancement bonus.

TABLE 7–4: PSIONIC SHIELD SPECIAL ABILITIES

Minor	Medium	Major	Special Ability	Base Price Modifier
01–35	01–05	01–03	Heartening	+720 gp
35–60	06–10	04–05	Ranged	+1 bonus[1]
61–89	11–15	06–10	Linked	+6,000 gp
90–97	16–35	11–24	Power resistance (13)	+2 bonus[1]
98	36–58	25–34	Manifester	+10,800 gp
99	69–88	35–44	Averter	+12,960 gp
—	89–92	45–54	Vanishing	+3 bonus[1]
—	93–96	55–64	Power resistance (15)	+3 bonus[1]
—	97–98	65–74	Wall	+20,160 gp
—	99	75–81	Mindarmor	+24,000 gp
—	—	82–88	Power resistance (17)	+4 bonus[1]
—	—	89–93	Aporter	+40,320 gp
—	—	94–96	Time buttress	+5 bonus[1]
—	—	97–99	Power resistance (19)	+5 bonus[1]
100	100	100	Roll twice again[2]	—

[1] Add to enhancement bonus on Table 7–2, page 216 of the *Dungeon Master's Guide*, to determine total market price.

[2] If you roll a special ability twice, only one counts. If you roll two versions of the same special ability, use the better.

Aporter: As a standard action, a suit of aporter armor or an aporter shield transports the wearer and her equipment to any spot within 800 feet that she can visualize or specify, as the *psionic dimension door* power. The armor or shield can transport the wearer in this fashion twice per day.

Moderate psychoportation; ML 10th; Craft Psionic Arms and Armor, *psionic dimension door;* Price +40,320 gp.

Averter: On command, up to three times per day, any creature to whom the wearer presents an averter shield must succeed on a DC 14 Will save or be overcome by a powerful aversion to the wielder (actually the shield), and will not approach within 30 feet. This is a mind-affecting compulsion effect, as the *aversion* power.

Faint telepathy; ML 5th; Craft Psionic Arms and Armor, *aversion;* Price +12,960 gp.

Ectoplasmic: As a standard action, ectoplasmic armor converts itself, its wearer, and all the wearer's equipment into *ectoplasmic form* for up to 5 minutes once per day, as the power of the same name. In this semisolid state, the wearer gains damage reduction 10/psionics.

Faint psychometabolism; ML 5th; Craft Psionic Arms and Armor, *ectoplasmic form;* Price +10,800 gp.

Floating: This kind of armor is psionically buoyant in water or a similar liquid, negating the normal penalty for wearing armor when making Swim checks. Additionally, it grants a +4 circumstance bonus on Swim checks.

Faint psychoportation; ML 4th; Craft Psionic Arms and Armor, *float;* Price +4,000 gp.

Gleaming: This kind of armor is usually made of crystal, though it doesn't have to be. Gleams and flashes from the armor give the wearer and his armor a "fuzzy" appearance, granting the wearer concealment.

Faint metacreativity; ML 5th; Craft Psionic Arms and Armor, *concealing amorpha;* Price +3 bonus.

Heartening: This kind of shield grants the wearer up to 5 temporary hit points per day on command. These temporary hit points fade after 4 minutes. The wearer can activate this power as an immediate action at any time.

Faint psychometabolism; ML 4th; Craft Psionic Arms and Armor, *vigor;* Price +720 gp.

Landing: A suit of armor with this capability allows the wearer to ignore any damage dealt by the first 60 feet of a fall.

Regardless of the height of a fall, the wearer always lands on her feet.

Faint psychoportation; ML 4th; Craft Psionic Arms and Armor, *catfall*; Price +4,000 gp.

Linked: This kind of armor or shield allows the wearer to form a telepathic bond with other wearers of linked armor or shields within 10 miles. This ability is otherwise similar to the *mindlink* power.

Moderate telepathy; ML 6th; Craft Psionic Arms and Armor, *mindlink*; Price +6,000 gp.

Manifester: This kind of shield generates 3 power points once per day that the wearer can use when manifesting a power he knows. These power points must all be used on the same power. As usual, a psionic character cannot pay a power's cost with power points from more than one source, so the power points in the shield must be used for discrete manifestations.

Moderate clairsentience; ML 6th; Craft Psionic Arms and Armor, knowledge of any 2nd-level power; Price +10,800 gp.

Mindarmor: This kind of armor or shield grants the wearer a +3 insight bonus on Will saving throws to resist all mind-affecting and/or compulsion powers.

Faint psychokinesis; ML 5th; Craft Psionic Arms and Armor, *empty mind*; Price +24,000 gp.

Phasing: The wearer of this kind of armor can move through wooden, plaster, or stone walls, but not other materials. The wearer can call on this special ability as a standard action. When the phasing ability is active, the wearer can pass through a wall or some other kind of appropriate object for a total distance of 60 feet per day (see below), breaking this distance up into several smaller passages or one long one, as desired. A wearer who exceeds this daily distance limit while inside solid material is ejected from the material at the point of entry, ending up prone in front of the now-impassable barrier.

Phasing through a wall that separates two adjacent squares on the grid counts as 5 feet of distance. Phasing through a wall or barrier of any greater thickness counts as a distance equal to the barrier's thickness plus 5 feet; for example, phasing through a 10-foot-thick stone wall counts as 15 feet of distance.

Strong psychoportation; ML 13th; Craft Psionic Arms and Armor, *psionic phase door*; Price +65,520 gp.

Power Resistance: This kind of armor or shield grants the wearer power resistance while it is worn. The power resistance can be 13, 15, 17, or 19, depending on the amount that was built into the armor or shield.

Moderate clairsentience; ML 9th; Craft Psionic Arms and Armor, *power resistance*; Price +2 bonus (PR 13); +3 bonus (PR 15); +4 bonus (PR 17); or +5 bonus (PR 19).

Quickness: This kind of armor increases the wearer's speed by 5 feet. Thus, a character whose normal speed in armor is 20 feet moves 25 feet in *armor of quickness*.

Faint psychoportation; ML 4th; Craft Psionic Arms and Armor, *burst*; Price +1 bonus.

Radiant: The wearer of this kind of armor gains resistance 10 against energy attacks (acid, cold, electricity, fire, or sonic). The armor absorbs the first 10 points of damage dealt by any such attack, and this absorption causes it to radiate light for a number of rounds equal to the points of damage absorbed. This light is sufficient to illuminate a 60-foot-radius area.

If the armor absorbs more damage while it is radiating light, the newer radiant effect overlaps (does not stack with) the effect that was already in place. For example, if the armor absorbs 4 points of damage from one attack and another 6 points from an attack 2 rounds later, the armor radiates light for a total of 8 consecutive rounds. Likewise, if the armor absorbs 10 points of damage from one attack and another 5 points from an attack 2 rounds later, the armor radiates light for a total of 10 consecutive rounds.

Moderate psychokinesis; ML 9th; Craft Psionic Arms and Armor; *energy adaptation*; Price +4 bonus.

Ranged: The wielder of a ranged shield can throw it in combat, with a range increment of 30 feet. While in the air, the shield is treated in all ways as a ranged weapon and cannot be blocked or grabbed except by those with appropriate feats. No matter the size of the wielder, a buckler or light shield deals 1d6 points of damage and a heavy one 1d8 points. (A tower shield cannot be created with this special ability.) The wielder's Strength modifier and the shield's enhancement bonus add to the base damage.

A ranged shield flies through the air back to the creature that threw it. It returns to the wielder just before the creature's next turn (and is therefore ready to use again in that turn).

Catching a ranged shield when it comes back is a free action. If the wielder can't catch it, or if the wielder has moved since throwing it, the shield drops to the ground in the square from which it was thrown.

Faint psychokinesis; ML 5th; Craft Psionic Arms and Armor, *far hand*; Price +1 bonus.

Seeing: This kind of armor grants a wider than normal field of vision, so that opponents flanking the wearer gain only a +1 bonus on their attack rolls instead of +2 (rogues still get their full sneak attack damage because the wearer is still flanked). The wearer gains a +1 enhancement bonus on Spot checks but takes a –2 penalty on saves against gaze attacks.

Faint clairsentience; ML 5th; Craft Psionic Arms and Armor, *ubiquitous vision*; Price +6,000 gp.

Time Buttress: This kind of shield gives the wielder a chance to avoid telling blows by using time itself as a shield. Once per day, the wielder can use *timeless body* as though manifesting the power.

Strong psychoportation; ML 17th; Craft Psionic Arms and Armor, *timeless body*; Price +5 bonus.

Vanishing: On command, this suit of armor or shield renders its wearer and all the wearer's equipment invisible to the minds of others, as if he had manifested the power *cloud mind*. The wearer can use this ability twice per day.

Faint psychokinesis; ML 5th; Craft Psionic Arms and Armor, *cloud mind*; Price +3 bonus.

Wall: As a standard action once per day, the wielder can drop this kind of shield at his feet and command a *wall of ectoplasm* (as the power) to come into being, with the shield as the point of origin for the effect. This effect forms a wall whose area is up to twelve 10-foot squares or a sphere or hemisphere with a radius of up to 12 feet. The wall dissipates after

7 minutes, or sooner if the wielder of the shield reclaims it (thus dismissing the effect).

Strong metacreativity; ML 12th; Craft Psionic Arms and Armor, *wall of ectoplasm*; Price +20,160 gp.

WEAPONS

Although they generally follow the rules for magic weapons, psionic weapons differ from mundane and magic weapons in their design. Most possess some crystal components, and some are composed entirely of crystal. Many also sport intricate traceries along the blade or haft, which flicker now and then as if channeling flows of psychic energy.

Psionic weapons have enhancement bonuses ranging from +1 to +5. They apply these bonuses on both attack and damage rolls when used in combat. This enhancement bonus is effective for the purpose of overcoming creatures with damage resistance that is penetrated by magic. All psionic weapons are also masterwork weapons, but their masterwork bonus on attack rolls does not stack with their enhancement bonus on attack rolls.

Weapons come in two basic categories: melee and ranged. Some of the weapons listed as melee weapons (for example, daggers) can also be used as ranged weapons. In this case, their enhancement bonus applies to either type of attack.

In addition to enhancement bonuses, psionic weapons can also have the special abilities detailed here. A weapon with a special ability must have at least a +1 enhancement bonus.

The rules for manifester level for weapons (called caster level in the *Dungeon Master's Guide*), additional damage dice, ranged weapons and ammunition, ammunition and breakage, hardness and hit points, critical hits, and weapons for unusually sized creatures for psionic weapons are the same as for magic weapons as described on page 221 of the *Dungeon Master's Guide*. Psionic weapons do not have the chance to generate light (though some may be mentally audible; see below).

Mentally Audible: Fully 30% of psionic weapons telepathically mutter, croon, recite battle poems, scream, or produce other mental "noises" when first drawn, at first blood, or when they slay a significant enemy. Such a weapon cannot be concealed from creatures within 15 feet when it is drawn, nor can its mental "soundtrack" be curbed.

Activation: Usually a character benefits from a psionic weapon in the same way a character benefits from a mundane weapon—by attacking with it. If a weapon has a special ability that the user needs to activate, then the user usually needs to project a command thought (a standard action).

Random Generation: To generate psionic weapons randomly, consult Chapter 7 of the *Dungeon Master's Guide*. First roll on Table 7–9: Weapons, and then roll on Table 7–10, Table 7–11, Table 7–12, and Table 7–13 as indicated. Then roll on the appropriate table below (Table 7–5: Melee Weapon Special Abilities or Table 7–6: Ranged Weapon Special Abilities).

Random Generation: If your roll on Table 7–2 above indicates a melee weapon or a ranged weapon, consult page 222 of the *Dungeon Master's Guide* and roll on the tables there (Table 7–9, Table 7–10, Table 7–11, Table 7–12, and Table 7–13) as appropriate.

Special Note: Because this book does not present any specific weapons that can be randomly generated, reroll any result on Table 7–9 in the *Dungeon Master's Guide* that indicates a specific weapon—or, alternatively, consider a result of "Specific weapon" to be a result of "Special ability and roll again (if you want psionic weapon special abilities to be more prevalent than they would otherwise be).

If a special ability is indicated for the weapon being generated, return to this section and roll on the appropriate table below (Table 7–5: Psionic Melee Weapon Special Abilities or Table 7–6: Psionic Ranged Weapon Special Abilities).

Special Qualities: Roll d%. A 01–20 result indicates that the item produces telepathic "noise" when first drawn or at first blood ("audible" to all within 15 feet), 21–25 indicates that the weapon is intelligent, 26–35 indicates that the weapon is both intelligent and produces telepathic noise, 36–50 indicates that the command thought (if any) is psionically imprinted and whispers itself into the user's mind on acquisition, and 51–100 indicates no special qualities.

Intelligent items have extra abilities and sometimes also extraordinary powers and special purposes. Use the rules beginning on page 268 of the *Dungeon Master's Guide* for defining intelligent items, substituting manifesting for spellcasting as required. However, an intelligent item should have a unique flavor—don't be afraid to give it interesting psionic capabilities. For example, a psionic battleaxe might contain the trapped essence of a mind flayer, with the ability to manifest powers in its own right. An intelligent psionic bow could launch deadly strikes against specified psionic beings, such as cerebriliths.

TABLE 7–5: PSIONIC MELEE WEAPON SPECIAL ABILITIES

Minor	Medium	Major	Special Ability	Base Price Modifier
01–15	01–10	—	Psychokinetic	+1 bonus[1]
16–45	11–25	01–09	Dissipater	+1 bonus[1]
46–55	26–30	10–12	Lucky	+1 bonus[1]
56–70	31–40	13–17	Sundering	+1 bonus[1]
71–80	41–46	18–21	Power storing	+1 bonus[1]
81–99	51–56	22–30	Collision	+2 bonus[1]
—	57–65	31–37	Mindcrusher	+2 bonus[1]
—	66–71	38–41	Psychokinetic burst	+2 bonus[1]
—	72–75	42–49	Suppression	+2 bonus[1]
—	76–78	50–58	Psibane	+2 bonus[1]
—	79–81	59–61	Parrying	+8,000 gp
—	82–85	62–65	Manifester	+16,000 gp
—	86–88	66–71	Bodyfeeder	+3 bonus[1]
—	89–91	72–77	Mindfeeder	+3 bonus[1]
—	92–93	78–83	Soulbreaker	+3 bonus[1]
—	94	84–86	Psychic	+35,000 gp
—	95	87–90	Coup de grace	+5 bonus[1]
100	96–100	91–100	Roll again twice[2]	—

1 Add to enhancement bonus on Table 7–9, page 222 of the *Dungeon Master's Guide*, to determine total market price.
2 Reroll if you get a duplicate special ability, an ability incompatible with an ability that you've already rolled, or if the extra ability puts you over the +10 limit. A weapon's enhancement bonus and special ability bonus equivalents can't total more than +10.

Psionic Weapon Special Ability Descriptions

Most psionic weapons have only enhancement bonuses. They can also have the special abilities detailed here. A weapon with a special ability must have at least a +1 enhancement bonus.

Table 7–6: Psionic Ranged Weapon Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier
01–20	01–15	—	Teleporting	+1 bonus[1]
21–40	16–30	—	Psychokinetic	+1 bonus[1]
41–100	31–45	01–30	Collision	+2 bonus[1]
—	46–50	31–40	Suppression	+2 bonus[1]
—	51–66	41–65	Psychokinetic burst	+2 bonus[1]
—	67–74	66–69	Psibane	+2 bonus[1]
—	75–78	70–73	Manifester	+16,000 gp
—	79–82	74–79	Dislocator	+3 bonus[1]
—	83–98	80–90	Great dislocator	+4 bonus[1]
—	—	91–97	Coup de grace	+5 bonus[1]
—	99–100	98–100	Roll again twice[2]	—

[1] Add to enhancement bonus on Table 7–9, page 222 of the *Dungeon Master's Guide,* to determine total market price.

[2] Reroll if you get a duplicate special ability, an ability incompatible with an ability that you've already rolled, or if the extra ability puts you over the +10 limit. A weapon's enhancement bonus and special ability bonus equivalents can't total more than +10.

Bodyfeeder: All feeder weapons have a special ability that functions only upon scoring a successful critical hit. A bodyfeeder weapon grants its wielder temporary hit points equal to the total damage dealt by a successful critical hit. These temporary hit points last for 10 minutes. Thus, if the wielder of a bodyfeeder weapon successfully scores a critical hit while the wielder still enjoys temporary hit points from a previous critical hit, the wielder gains only the better of the two values: either his current number of temporary hit points, or the new influx of temporary hit points, whichever is higher.

Strong psychometabolism; ML 12th; Craft Psionic Arms and Armor, *claws of the vampire;* Price +3 bonus.

Collision: Collision weapons psionically increase their own mass at the end point of each swing or shot. Such weapons deal an extra 5 points of damage on each successful strike, in addition to the weapon's enhancement bonus. Bows, crossbows, and slings bestow the extra damage upon their ammunition.

Moderate metacreativity; ML 10th; Craft Psionic Arms and Armor, *matter manipulation;* Price +2 bonus.

Coup de Grace: Coup de grace weapons are exceptionally dangerous. On a successful critical hit, the foe must succeed on a DC 27 Will save or be paralyzed for 1 round. While this ability does work on creatures that are immune to extra damage from critical hits, it does not work on creatures without an Intelligence score. Bows, crossbows, and slings bestow this ability on their ammunition.

Strong telepathy; ML 19th; Craft Psionic Arms and Armor, *psionic dominate;* Price +5 bonus.

Dislocator: The wielder of this kind of weapon can attempt to dislocate a designated foe up to three times per day. On a successful hit, the foe must succeed on a DC 17 Will save or be teleported 1–100 miles in a random direction. If the weapon misses, the use is wasted. Bows, crossbows, and slings bestow this ability on their ammunition.

Strong psychoportation; ML 12th; Craft Psionic Arms and Armor, *psionic teleport;* Price +3 bonus.

Dissipater: This kind of weapon is devastating to creatures and objects composed of or originally formed from ectoplasm (such as astral constructs, walls of ectoplasm, creatures in ectoplasmic form, and items created using the metacreativity discipline). Against qualifying targets, a dissipater weapon ignores damage reduction and hardness, and treats all successful hits as critical hits.

Strong metacreativity; ML 12th; Craft Psionic Arms and Armor, *dismiss ectoplasm;* Price +1 bonus.

Great Dislocator: The wielder of this kind of weapon can attempt to greatly dislocate a designated foe up to three times per day. On a successful hit, the foe must succeed on a DC 20 Will save or be cast into a random alternate plane of existence (such as the Astral Plane, the Plane of Shadow, or even the Abyss). If the weapon misses, the use is wasted. Bows, crossbows, and slings bestow this ability upon their ammunition.

Strong psychoportation; ML 12th; Craft Psionic Arms and Armor, *psionic plane shift;* Price +4 bonus.

Lucky: A lucky weapon offers a second chance at success. Once per day, the wielder can reroll a failed attack roll (whether a single attack or one in a series of multiple attacks) as a free action. The rerolled attack uses the same bonuses or penalties as the missed roll.

Moderate clairsentience; ML 8th; Craft Psionic Arms and Armor, *fate of one;* Price +1 bonus.

Manifester: This kind of weapon generates 5 power points once per day that the wearer can use when manifesting a power he knows. These power points must all be used on the same power. As usual, a psionic character cannot pay a power's cost with power points from more than one source, so the power points in the shield must be used for discrete manifestations.

Moderate clairsentience; ML 8th; Craft Psionic Arms and Armor, knowledge of any 3rd-level power; Price +16,000 gp.

Mindcrusher: Any psionic creature struck in combat by a mindcrusher weapon loses a number of power points equal to half the amount of hit point damage the weapon deals (only the base damage of the weapon contributes to the power point loss; additional damage from high Strength or other sources does not cause additional power point loss). A psionic creature that is out of power points (or has none) must succeed on a DC 17 Will save or take 1d2 points of Wisdom damage.

Strong psychometabolism; ML 12th; Craft Psionic Arms and Armor, *psychic vampire;* Price +2 bonus.

Mindfeeder: All feeder weapons have a special ability that functions only upon scoring a successful critical hit. A mindfeeder weapon grants its wielder temporary power points equal to the total damage dealt by a successful critical hit. These temporary power points last for 10 minutes. The wielder gains power points even if the target has none (effectively, its hit point damage is converted to power points). Constructs and undead are not subject to mindfeeder weapons. As with temporary hit points, temporary power points do not stack with each other; they overlap. Thus, if a mindfeeder weapon successfully scores a critical hit while the wielder still enjoys temporary power points from a previous critical hit, the wielder gains only the better of the two values: either her current number of temporary power points, or the new influx of temporary power points, whichever is higher.

Strong psychometabolism; ML 15th; Craft Psionic Arms and Armor, *psychic vampire*; Price +3 bonus.

Parrying: A parrying weapon perceives an instant into the future, and of its own accord resists melee and ranged attacks aimed at the wielder, granting a +1 insight bonus to the wielder's Armor Class. The weapon is so adept at parrying that it even affects incoming powers, granting the wielder a +1 insight bonus on saving throws. The bonuses are granted whenever the wielder holds the weapon, even if flat-footed.

Faint clairsentience; ML 5th; Craft Psionic Arms and Armor, *defensive precognition*; Price +8,000 gp.

Power Storing: A power storing weapon allows a manifester to store a single targeted power of up to 5 power points in the weapon. (The power must have a manifesting time of 1 standard action.) Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately manifest the power on that creature as a swift action if the wielder desires. (This ability is an exception to the rule that manifesting a power from an item takes at least as long as manifesting that power normally.) Once the power is manifested, the weapon is empty, and a manifester can imbed any other targeted power of up to 5 power points into it. The weapon telepathically whispers to the wearer the name of the power currently stored within it. A randomly generated power storing weapon has a 50% chance to have a power stored in it already.

Strong psychokinesis; ML 12th; Craft Psionic Arms and Armor, creator must be a manifester of at least 12th level; Price +1 bonus.

Psibane: A psibane weapon is crafted to oppose psionic beings. When used against such creatures, its effective enhancement bonus is 2 higher than its actual enhancement bonus (so a *+1 psibane longsword* has a +3 enhancement bonus against psionic foes). It deals an extra 2d6 points of damage against psionic opponents. It bestows one negative level on any psionic creature attempting to wield it. This negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way while the weapon is wielded. Psibane bows, crossbows, and slings bestow this ability upon their ammunition.

Strong clairsentience; ML 15th; Craft Psionic Arms and Armor, *bend reality*; Price +2 bonus.

Psychic: A psychic weapon's power depends on its wielder. In the hands of a nonpsionic creature, the weapon possesses the qualities of a nonmagical, nonpsionic masterwork weapon. When wielded by a psionic creature, this weapon has an enhancement bonus based on the wielder's current power point reserve, as shown on the following table. The weapon's enhancement bonus decreases as the wielder spends power points, and it increases whenever the wielder gains enough power points (by any means) to put his power point reserve into the next higher category.

Power Point Reserve	Enhancement Bonus
1–4	+1
5–29	+2
30–79	+3
80–129	+4
130 or higher	+5

Strong clairsentience; ML 17th; Craft Psionic Arms and Armor, *reality revision*; Price +35,000.

Psychokinetic: Upon command, a psychokinetic weapon glows from the inside with lethal psionic energy. The energy does not harm the hands that hold the weapon. Such a weapon deals an extra 1d4 points of damage on a successful hit. This extra damage is ectoplasmic in nature and is not affected by damage reduction. Bows, crossbows, and slings bestow this ability upon their ammunition.

Moderate psychokinesis; ML 10th; Craft Psionic Arms and Armor, *concussion blast*; Price +1 bonus.

Psychokinetic Burst: This weapon functions as a psychokinetic weapon that also releases a blast of destructive psionic energy upon scoring a successful critical hit. In addition to the extra damage of the psychokinetic ability (see above), a psychokinetic burst weapon deals an extra 1d6 points of damage on a successful critical hit. If the weapon's critical multiplier is ×3, add 2d6 points of extra damage instead, and if the multiplier is ×4, add 3d6 points of extra damage. This extra damage is ectoplasmic in nature and is not affected by damage reduction. Bows, crossbows, and slings bestow this ability upon their ammunition.

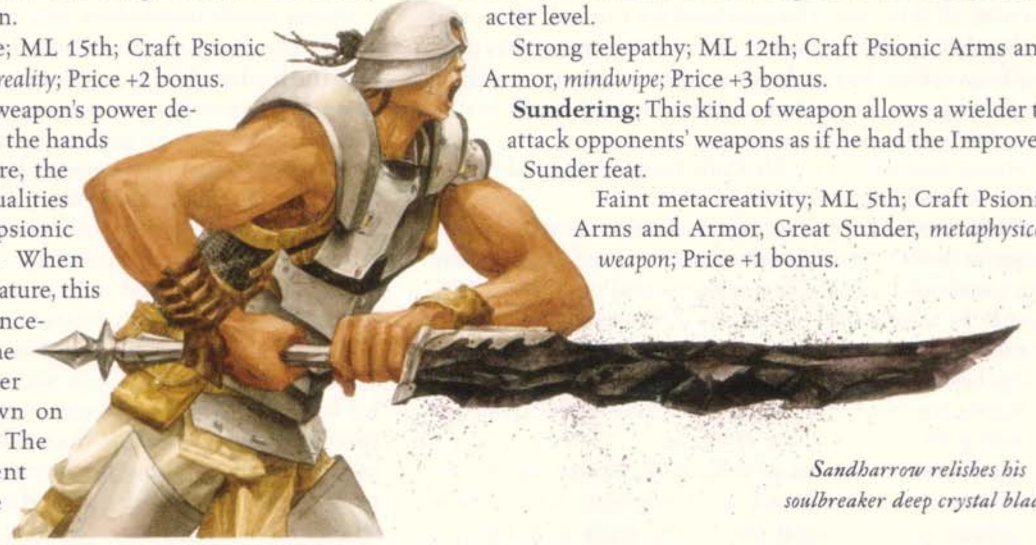
Strong psychokinesis; ML 12th; Craft Psionic Arms and Armor, *concussion blast*; Price +2 bonus.

Soulbreaker: This weapon has a special ability that functions only upon scoring a successful critical hit. On a successful critical hit, a soulbreaker weapon bestows one negative level on the foe. One day after being struck, if the negative levels have not been purged, the subject must succeed on a DC 18 Fortitude save for each negative level or lose a character level.

Strong telepathy; ML 12th; Craft Psionic Arms and Armor, *mindwipe*; Price +3 bonus.

Sundering: This kind of weapon allows a wielder to attack opponents' weapons as if he had the Improved Sunder feat.

Faint metacreativity; ML 5th; Craft Psionic Arms and Armor, Great Sunder, *metaphysical weapon*; Price +1 bonus.



Sandharrow relishes his soulbreaker deep crystal blade

Illus. by J. Jarvis

Suppression: An opponent or object struck by this kind of weapon is subject to a targeted *dispel psionics* power (see page 94). The wielder makes a power check (1d20 + 5 + manifester level, maximum +15) against a DC of 11 + the manifester level of the power to be dispelled. Bows, crossbows, and slings bestow this ability upon their ammunition, but can do so only three times per day.

Moderate psychokinesis ML 10th; Craft Psionic Arms and Armor, *dispel psionics*; Price +2 bonus.

Teleporting: This ability can be imbedded only in weapons that can be thrown. (Reroll on Table 7–6: Psionic Ranged Weapon Special Abilities if this result is indicated for an inappropriate type of ranged weapon.) A teleporting weapon returns through the Astral Plane to the creature that threw it. It teleports into the throwing creature's empty hand in the round following the round when it was thrown, just before that creature's turn. It is therefore ready to use again on that turn.

Faint psychoportation; ML 5th; Craft Psionic Arms and Armor, *psionic dimension door*; Price +1 bonus.

Specific Weapon

Githyanki silver swords are preconstructed with the qualities found here and are never randomly found in treasure hoards.

Silver Sword, Githyanki: Powerful githyanki warriors carry these impressive weapons, which are typically *+1 silvered greatswords*. The weapon looks much like a standard weapon while still in its sheath. When drawn, the silver sword transforms into a column of silvery liquid, alternating the weapon's balance round by round as the blade's shape flows and shimmers. A silver sword has the additional quality of reaching into the minds of the foes it strikes, disrupting their psionic powers. A target hit by the weapon must succeed on a DC 17 Fortitude save or lose any psionic abilities for 1d4 rounds.

By using the sunder attack action, the wielder of a *githyanki silver sword* can attack an astral traveler's silvery cord. The cord trails 5 feet behind the traveler it is attached to, and can only be attacked by someone adjacent to the traveler who is wielding a *silver sword*. The normally insubstantial cord is treated as a tangible object with the owner's Armor Class, a hardness of 10, and 20 hit points. If an astral traveler's cord is damaged, he must succeed on a DC 13 Fortitude save or be forced to return to his physical body. If the silver cord is severed, the traveler is slain instantly.

While this power can be applied to any melee weapon, githyanki make only greatswords with this ability. This ability can be applied only to a melee weapon manufactured with alchemical silver (see the *Dungeon Master's Guide*, page 284).

Moderate psychometabolism; ML 11th; Craft Psionic Arms and Armor, creator must be a githyanki, weapon must be made of alchemical silver, *psionic banishment*; Price 50,530 gp; Cost 25,530 gp + 2,000 XP.

COGNIZANCE CRYSTALS

Cognizance crystals store power points that psionic characters can use to pay for manifesting their powers.

Physical Description: A *cognizance crystal* consists of a core crystal and two or three smaller crystals arranged in specific positions around it on strands of silver wire. The crystals give off a faint glow. A typical *cognizance crystal* weighs approximately 1 pound, has AC 7, 10 hit points, a hardness of 8, and a break DC of 16.

Activation: The user must merely hold or have a crystal on her person for a period of at least 10 minutes (which is long enough to attune oneself to the crystal). Thereafter, the owner can use power points stored in the crystal to manifest powers she knows.

The maximum number of points a *cognizance crystal* can store is always an odd number and is never more than 17. It can store only as many power points as its original maximum, set at the time of its creation. When a *cognizance crystal's* power points are used up, the glow of the crystal dims. However, the user can recharge it by paying power points on a 1-for-1 basis. While doing this depletes the user's own power point reserve for the day, those power points remain available in the *cognizance crystal* until used.

A user cannot directly replenish her personal power points from those stored in a *cognizance crystal*, nor can she draw power points from more than one source to manifest a power. See Using Stored Power Points, page 64, for more information.

Random Generation: To generate *cognizance crystals* randomly, roll on Table 7–7: Cognizance Crystals.

TABLE 7–7: COGNIZANCE CRYSTALS

Minor	Medium	Major	Maximum Power Point Storage	Market Price
01–90	01–40	—	1	1,000 gp
91–100	41–74	—	3	4,000 gp
—	75–89	01–39	5	9,000 gp
—	90–98	40–59	7	16,000 gp
—	99–100	60–69	9	25,000 gp
—	—	70–70	11	36,000 gp
—	—	80–89	13	49,000 gp
—	—	90–95	15	64,000 gp
—	—	96–100	17	81,000 gp

Faint to strong psychokinesis; ML equal to maximum power point storage; Craft Cognizance Crystal; Weight 1 lb.

DORJES

A dorje is a slender crystal that contains a single power. Each dorje has 50 charges when created, and each charge expended allows one use of that power. A dorje that runs out of charges is just a simple crystal.

Physical Description: A typical dorje is an elongated crystal of one color (or colorless), between 8 inches and 10 inches long and about 1/2 inch thick, which can weigh up to 1/4 pound. Occasionally, a dorje is decorated with carvings or inscribed runes along a face of the crystal. A typical dorje has AC 7, 7 hit points, a hardness of 8, and a break DC of 18.

Activation: Dorjes use the power trigger activation method, so manifesting a power from a dorje is usually a standard action that does not provoke attacks of opportunity. (If the power being manifested has a manifesting time longer than 1 standard action, however, it takes that long to manifest the power from a dorje.) The user must have the power on his class list (see Chapter 5), even if he knows the command thought. Additionally, to activate a dorje, a character must hold it in hand and point it in the general direction of the target or area to be affected.

Dorjes are normally created at the minimum manifester level required to manifest the power, and powers that can be augmented are not augmented when stored in a dorje. A dorje's wielder cannot augment the power contained within the dorje. However, dorjes can be created at a higher manifester level than required to manifest the power. In this case, the dorje that holds an augmentable power is augmented, to the limit of the manifester level and the power's augmentation maximums, if any. The manifester level of a dorje cannot be more than five higher than the minimum manifester level to use the power it contains. See Creating Dorjes, page 181.

Random Generation: To generate dorjes randomly, roll on Table 7–8: Dorjes.

Special Qualities: Roll d%. An 01–30 result indicates that the command thought is mentally imprinted and whispers itself into the user's mind on acquisition, and 31–100 indicates no special qualities.

TABLE 7–8: DORJES

Minor	Medium	Major	Power Level[1]	Market Price[2]
01–50		—	1st	750 gp
51–95	01–05	—	2nd	4,500 gp
96–100	06–65	—	3rd	11,250 gp
	66–95	01–05	4th	21,000 gp
	96–100	06–50	5th	33,750 gp
		51–70	6th	49,500 gp
		71–85	7th	68,250 gp
		86–95	8th	90,000 gp
		95–100	9th	114,750 gp

1 Some dorjes have higher manifester levels than the minimum power level, which give them commensurately higher costs.

2 Any dorje that stores a power with an experience point cost also has an XP cost in addition to that noted here. See Table 7–33 on page 285 of the *Dungeon Master's Guide*.

POWER STONES

A power stone stores a power (or collection of powers). A stored power can be used only once, "flushing" the stone. Using a power stone is basically like manifesting a power.

Physical Description: A power stone is a thumb-sized chunk of crystal that possesses a barely detectable interior glow if it holds a low-level power. A stone imprinted with more than one power or a higher-level power glows more brightly, but never enough to provide illumination in its own right. A typical power stone has AC 7, 5 hit points, a hardness of 8, and a break DC of 20.

Activation: To activate a power stone, a manifester must mentally address it, as described below. Once the power is known, the power stone is treated as a power completion item, except as noted below.

Addressing the Stone: A power stone must be "addressed" before a character can use it or know exactly what power it contains. Doing this requires a successful Psicraft check (DC 15 + power level). Once a particular power stone has been addressed, it is not necessary to do so again. Addressing a power stone in advance lets a character proceed directly to the next step when the time comes to use it.

Using a stone's stored power after addressing the stone requires holding the stone and willing the power's manifestation, as if manifesting a power normally (a standard action). Activating a power stone is subject to disruption just as manifesting a power normally would be.

Additionally, the user must meet the following requirements.

- The user must have the power on his or her class list (see Chapter 5).
- The user must have the requisite key ability score (for example, Intelligence 15 for a psion manifesting a 5th-level power).

If the user meets these requirements and has a manifester level at least equal to the power's manifester level, she can automatically manifest the stored power without a check. If she meets both requirements but her own level is lower than the power stone's manifester level, she has to make a manifester level check (1d20 + user's level), against a DC equal to the power stone's manifester level +1, to manifest the power successfully. On a failure, the user must succeed on a DC 5 Wisdom check to avoid brainburn (see below). A natural roll of 1 on this check is always a failure.

Determine Effect: A power successfully manifested from a power stone works exactly as if manifested normally. Assume the power stone's manifester level is always the minimum level required to manifest the power for the character who imprinted the stone, unless the creator specifically desires otherwise.

A power stone's glow fades when its stored power is flushed.

Brainburn: When something goes awry, the user of a power stone improperly manifests the stored power. The resultant psionic surge persists for 1d4 rounds, unless the power stone is flung farther than 100 feet away or is destroyed. This surge deals 1d6 points of damage per power stored per round and arcs across multiple targets, similar to *energy current* (see page 101), except the damage type isn't specified. The user is the primary target, and one nearby ally is the secondary target (chosen at random).

Random Generation: To generate power stones randomly, first determine if the stone holds psion/wilder powers or psychic warrior powers according to Table 7–9: Power Stone Types. Then determine how many powers are imprinted in the stone, according to Table 7–10: Powers Imprinted in a Power Stone. For each imprinted power, roll on Table 7–11: Power Stone Levels to determine its level, then choose the specific power of a given level from those described in Chapter 5. You can pick a desired power or determine the power randomly.

The manifester level for a standard power stone is the minimum manifester level needed to manifest the power (unless otherwise specified).

TABLE 7–9: POWER STONE TYPES

d%	Type
01–70	Psion/wilder
71–100	Psychic warrior

Table 7–10: Powers Imprinted in a Power Stone

Power Stone Type	Number of Powers
Minor	1d3 powers
Medium	1d4 powers
Major	1d6 powers

Table 7–11: Power Stone Levels

Minor	Medium	Major	Power Level	Market Price[1]
01–50	—	—	1st	25 gp
51–95	01–05	—	2nd	150 gp
96–100	06–65	—	3rd	375 gp
—	66–95	01–05	4th	700 gp
—	96–100	06–50	5th	1,125 gp
—	—	51–70	6th	1,650 gp
—	—	71–85	7th[2]	2,275 gp
—	—	86–95	8th[2]	3,000 gp
—	—	95–100	9th[2]	3,825 gp

[1] Any power stone that has an imprinted power with an experience point cost also has an XP cost in addition to that noted here. See Table 7–33 on page 285 of the *Dungeon Master's Guide.*

[2] Reroll if a level of 7th or higher is indicated for a psychic warrior power stone. The maximum level for a psychic warrior power stone is 6th.

PSICROWNS

A psicrown is a special headband that stores several powers. Unlike dorjes (see page 167), which can contain a wide variety of powers, each psicrown is of a certain kind and holds specific powers. Unless otherwise stated, a psicrown has power points equal to 50 × its manifester level when created. These power points can be spent only on the powers that are contained in the psicrown.

Physical Description: A typical psicrown is large enough to fit on the head of a Medium creature. Some psicrowns are actually crownlike and heavily adorned, while others are simple headbands with crystal centerpieces. All psicrowns weigh less than 1 pound. Most psicrowns are metallic, but one could potentially be composed of any material. Metallic psicrowns have AC 10, 10 hit points, hardness 8, and a break DC of 28. Psicrowns made of psionically reinforced silk have AC 7, 10 hit points, hardness 2, and a break DC of 24. Psicrowns can be made from other, more exotic materials, but all have at least the strength and durability of psicrowns made of psionically reinforced silk.

Activation: Psicrowns use the power trigger activation method, so manifesting a power from a psicrown is usually a standard action that does not provoke attacks of opportunity. (If the power being manifested, however, has a longer manifesting time than 1 standard action, it takes that long to manifest the power from a psicrown.) When activating a psicrown, the user spends power points contained in the psicrown on any one of the psicrown's powers. Powers activated from a psicrown can be augmented with additional power points from the psicrown itself, so long as the total number of power points spent does not exceed the user's manifester level. The user can't manifest a power from a psicrown using his own power points.

Random Generation: To generate psicrowns randomly, roll on Table 7–12: Psicrowns.

Special Qualities: Roll d%. A 01–30 result indicates that upon donning the psicrown it mentally whispers its functions to its wearer, and 31–100 indicates no special qualities.

Table 7–12: Psicrowns

Medium	Major	Psicrown	Market Price
01–20	01–09	*Dominator*	20,250 gp
21–51	10–20	*Evader*	28,500 gp
52–64	21–31	*Cautious warrior*	32,063 gp
65–79	32–41	*Beast*	33,750 gp
80–89	42–58	*Great dominator*	45,000 gp
90–97	59–68	*Astral legion*	47,250 gp
98–100	69–78	*Discerning watcher*	51,469 gp
—	79–89	*Fiery ruin*	67,500 gp
—	90–97	*Traveler*	80,156 gp
—	98–100	*Temporal juggler*	95,625 gp

Psicrown Descriptions

Psicrowns have immense utility because they pack so many capabilities into one item and because they use the wearer's ability score and relevant feats to set the DC for saves against their powers.

Unlike with other sorts of psionic items, the wearer can use his manifester level when activating the power of a psicrown if it's higher than the manifester level of the psicrown. Thus, psicrowns are far more potent on the head of a powerful psionic character. Not only are aspects of the power that depend on manifester level (range, duration, and so on) potentially greater, but powers from a psicrown are harder to dispel and have a better chance of overcoming a target's power resistance (especially if the wearer has the Power Penetration feat).

The minimum manifester level of a psicrown is 8th. The manifester level of a psicrown cannot be more than five levels higher than the minimum manifester level for the highest-level power in the psicrown. See Creating Psicrowns, page 181. Standard psicrowns are described below.

Astral Legion: This psicrown has 900 power points. It is made from white silk interwoven with crystalline strands of thread. It allows use of the following power.

- *Astral construct*

Strong metacreativity; ML 18th; Craft Psicrown, *astral construct*; Price 47,250 gp.

Beast: This psicrown has 450 power points. It is made from a prickly collection of bear claws and snake fangs. It allows use of the following powers.

- *Claw of energy*
- *Duodimensional claw*
- *Prevenom*
- *Psionic lion's charge*
- *Truevenom*

Moderate psychometabolism; ML 9th; Craft Psicrown, *claw of energy, duodimensional claw, prevenom, psionic lion's charge, truevenom*; Price 33,750 gp.

Cautious Warrior: This psicrown has 450 power points. It is made from a shining iron alloy, similar to the material of a metallic shield. It allows use of the following powers.

- *Adapt body*
- *Body adjustment*
- *Precognition, defensive*
- *Inertial barrier*

Moderate psychometabolism; ML 9th; Craft Psicrown, *adapt body, body adjustment, defensive precognition, inertial barrier*; Price 32,063 gp.

Discerning Watcher: This psicrown has 450 power points. It is made from pure transparent crystal. It allows use of the following powers.

- *Aura sight*
- *Clairtangent hand*
- *Clairvoyant sense*
- *Darkvision, psionic*
- *Remote viewing*
- *True seeing, psionic*

Moderate clairsentience; ML 9th; Craft Psicrown, *aura sight, clairtangent hand, clairvoyant sense, psionic darkvision, psionic true seeing, remote viewing*; Price 51,469 gp.

Dominator: This psicrown has 450 power points. It is made from gray iron and is shaped into an intricately fluted crown. It allows use of the following powers.

- *Charm, psionic*
- *Dominate, psionic*
- *Suggestion, psionic*

Moderate telepathy; ML 9th; Craft Psicrown, *psionic charm, psionic dominate, psionic suggestion*; Price 20,250 gp.

Evader: This psicrown has 400 power points. It is made from silk, usually dyed emerald green, with an emerald crystal affixed to the material. It allows use of the following powers.

- *Catfall*
- *Hustle*
- *Fly, psionic*
- *Freedom of movement, psionic*
- *Wall walker*

Moderate psychoportation; ML 8th; Craft Psicrown, *catfall, hustle, psionic fly, psionic freedom of movement, wall walker*; Price 28,500 gp.

Fiery Ruin: This psicrown has 750 power points. It is made from reddish iron and is shaped into a twisted circlet studded with reddish crystals. It allows use of the following powers.

- *Energy ball*
- *Energy cone*
- *Energy missile*
- *Energy stun*
- *Fiery discorporation*

Strong psychokinesis; ML 15th; Craft Psicrown, *energy ball, energy cone, energy missile, energy stun, fiery discorporation*; Price 67,500 gp.

Great Dominator: This psicrown has 750 power points. It is made from black iron without further ornamentation. It allows use of the following powers.

- *Charm, psionic*
- *Suggestion, psionic*
- *Dominate, psionic*

Strong telepathy; ML 15th; Craft Psicrown, *psionic charm, psionic dominate, psionic suggestion*; Price 45,000 gp.

Temporal Juggler: This psicrown has 850 power points. It is made from silk, usually dyed in several colors, with a clear crystal affixed to the material. It allows use of the following powers.

- *Temporal acceleration*
- *Time hop*
- *Timeless body*

Strong psychoportation; ML 17th; Craft Psicrown, *temporal acceleration, time hop, timeless body*; Price 95,625 gp.

Traveler: This psicrown has 750 power points. It is made from silk, usually dyed emerald green, with an emerald crystal affixed to the material. It allows use of the following powers.

- *Astral traveler*
- *Dimension door, psionic*
- *Teleport, greater psionic*
- *Teleport, psionic*

Strong psychoportation; ML 15th; Craft Psicrown, *astral traveler, psionic dimension door, psionic greater teleport, psionic teleport*; Price 80,156 gp.

PSIONIC TATTOOS

Psionic tattoos are designs scribed on the skin that manifest powers on their wearers. The wearer doesn't get to make any decisions about the tattoo's effect—the manifester who scribed it has already done so. For example, a *tattoo of body adjustment* is designed to heal the wearer.

Psionic tattoos can vary in size, but a creature can wear only a total of twenty tattoos at one time—attempting to add one more than this maximum causes all previously scribed tattoos to simultaneously activate. A psionic tattoo fades away after use.

Physical Description: A typical psionic tattoo is a colorful pattern of tiny, interlacing lines within a larger design. This design can be as simple as a circle or a star, or as complex as an artist wishes to make it. Once it is scribed, a tattoo's design does not change. A psionic tattoo usually covers an area of skin no more than 5 inches in diameter (larger ones could be designed, but would have no added effect).

Scribing and Transferring Tattoos: The manifester level of a psionic tattoo is the minimum level required to manifest the scribed power. A psionic tattoo can contain only powers of 3rd level or lower.

A psionic tattoo inscribed on a wearer is potentially more mobile than a mundane tattoo. As a standard action, the wearer can will the tattoo to move to a different part of his body or onto the skin of any willing (or unconscious) living creature he touches. If the wearer of a psionic tattoo is rendered unconscious or is slain, another sentient creature can touch the tattoo while willing it to leave the previous wearer and apply itself to the new creature as a standard action. Psionic tattoos cannot overlay one another.

Identifying Psionic Tattoos: In addition to the standard methods of identification, the wearer of a tattoo can concentrate on it and attempt to gain some sense of how it would feel if activated. A successful DC 13 Intelligence check provides a hint to the tattoo's effect. For instance, a *tattoo of body adjustment* may give the character a brief feeling of health and well-being.

Activation: A psionic tattoo produces its effect when touched by its wearer and willed to do so. This activity, called "tapping" the tattoo, is a standard action that provokes attacks of opportunity. A psionic tattoo fades away after use.

The following rules govern the use of psionic tattoos.

- A creature must have an appropriate physical surface on which to scribe the pattern (thus, incorporeal creatures or creatures with impermanent flesh, such as fire elementals, cannot use psionic tattoos).
- Tapping a psionic tattoo provokes attacks of opportunity. A successful attack (including grappling attacks) against the wearer forces a Concentration check. A wearer who fails this check cannot concentrate effectively on the tattoo to use it. The tattoo remains untapped, and the wearer can make another attempt.
- A character can trigger the effects of another's psionic tattoo if the other wearer is unconscious. It is a full-round action to find, touch, and concentrate on an unconscious creature's tattoo in order to tap it.

Random Generation: To generate psionic tattoos randomly, roll on Table 7–13: Psionic Tattoos, then choose the specific power of a given level from those described in Chapter 5. You can pick a desired power or determine the power randomly.

The manifester level for a standard psionic tattoo is the minimum manifester level needed to manifest the power (unless otherwise specified).

TABLE 7–13: PSIONIC TATTOOS

Minor	Medium	Major	Power Level	Market Price
01–47	01–08	—	1st	50 gp
47–100	09–75	01–50	2nd	300 gp
—	76–100	51–100	3rd	750 gp

TABLE 7–14: MINOR UNIVERSAL ITEMS

d%	Item	Market Price
01–04	*Shard* (+1, any one skill)	10 gp
05–07	*Shard* (+2, any one skill)	40 gp
08–10	Crawling tattoo (any 1st level)	50 gp
11–14	*Crawling tattoo of concussion*	50 gp
15–18	*Shard* (+3, any one skill)	90 gp
19–21	*Shard* (+4, any one skill)	160 gp
22–24	*Shard* (+5, any one skill)	250 gp
25–28	Crawling tattoo (any 2nd level)	300 gp
29–31	*Pearl, brain lock*	300 gp
32–35	*Shard* (+6, any one skill)	360 gp
36–38	*Shard* (+7, any one skill)	490 gp
39–41	*Boots of stomping*	600 gp
42–44	*Shard* (+8, any one skill)	640 gp
45–47	Crawling tattoo (any 3rd level)	750 gp
48–50	*Crawling tattoo of energy bolt*	750 gp
51–53	*Pearl, breath crisis*	750 gp
54–56	*Shard* (+9, any one skill)	810 gp
57–59	*Boots of landing*	1,000 gp
60–63	*Psionic restraints, lesser*	1,000 gp
64–67	*Shard* (+10, any one skill)	1,000 gp
68–71	*Pearl, personality parasite*	1,400 gp
72–75	*Crystal mask of knowledge*	2,500 gp
76–79	*Crystal mask of languages*	2,500 gp
80–85	*Eyes of expanded vision*	3,000 gp
86–89	*Gloves of object reading*	3,000 gp
90–92	*Mirror of suggestion*	3,600 gp
93–94	*Psionic restraints, average*	6,000 gp
95–97	*Torc of free will*	6,000 gp
98–100	*Boots of skating*	7,000 gp

UNIVERSAL ITEMS

This is a catchall category for any psionic item that doesn't fall into the other groups. Anyone can use a universal item (unless specified otherwise in the description).

Physical Description: Varies.

Activation: Usually command thought, but details vary from item to item.

Random Generation: To generate universal items randomly, roll on Table 7–14: Minor Universal Items, Table 7–15: Medium Universal Items, or Table 7–16: Major Universal Items.

Special Qualities: Roll d%. An 01 result indicates the universal item is intelligent, 02–31 indicates that the command thought is mentally imprinted and whispers itself into the user's mind on acquisition, and 32–100 indicates no special qualities.

Intelligent items have extra abilities and sometimes also extraordinary powers and special purposes. Use the rules beginning on page 268 of the *Dungeon Master's Guide* for defining intelligent items, substituting manifesting for spellcasting as required.

TABLE 7–15: MEDIUM UNIVERSAL ITEMS

d%	Item	Market Price
01–04	*Psionatrix of clairsentience*	8,000 gp
05–08	*Psionatrix of metacreativity*	8,000 gp
09–12	*Psionatrix of psychokinesis*	8,000 gp
13–16	*Psionatrix of psychometabolism*	8,000 gp
17–20	*Psionatrix of psychoportation*	8,000 gp
21–25	*Psionatrix of telepathy*	8,000 gp
26–27	*Third eye penetrate*	8,000 gp
28–29	*Mirror of time hop*	9,000 gp
30–31	*Crystal mask of detection*	10,000 gp
32–33	*Crystal mask of discernment*	10,000 gp
34–35	*Crystal mask of dread*	10,000 gp
36–38	*Crystal mask of psionic craft*	10,000 gp
39–41	*Ring of self-sufficiency*	10,000 gp
42–43	*Skin of nimbleness*	10,000 gp
44–45	*Third eye aware*	10,000 gp
46–47	*Third eye concentrate*	10,000 gp
48–49	*Third eye gather*	10,000 gp
50–52	*Eyes of power leech*	10,080 gp
53–55	*Third eye powerthieve*	10,080 gp
56–58	*Third eye view*	10,180 gp
59–61	*Crystal mask of mindarmor*	10,667 gp
62–63	*Psionic restraints, greater*	12,000 gp
64–65	*Torc of leech freedom*	12,000 gp
66–68	*Gloves of titan's grip*	14,000 gp
69–70	*Skin of the claw*	16,000 gp
71–72	*Amulet of catapsi*	16,200 gp
73–74	*Skin of the chameleon*	18,000 gp
75–76	*Pearl, mind seed*	18,500 gp
77–78	*Mirror of mind switch*	19,800 gp
79–80	*Eyes of power leech, vampiric*	20,160 gp
81–82	*Crystal mask of insightful detection*	20,250 gp
83–84	*Crystal anchor, body*	24,000 gp
85–86	*Crystal anchor, comprehension*	24,000 gp
87–88	*Crystal anchor, creation*	24,000 gp
89–90	*Crystal anchor, energy*	24,000 gp
91	*Crystal anchor, ghost*	24,000 gp
92–93	*Crystal anchor, mind*	24,000 gp
94–95	*Crystal anchor, travel*	24,000 gp
96–97	*Psionic restraints, damping*	24,000 gp
98–100	*Third eye sense*	24,000 gp

TABLE 7–16: MAJOR UNIVERSAL ITEMS

d%	Item	Market Price
01–08	*Skin of the defender*	32,000 gp
09–16	*Torc of power preservation*	36,000 gp
17–24	*Boots of temporal acceleration*	43,200 gp
25–32	*Third eye repudiate*	43,200 gp
33–40	*Skin of fiery response*	60,000 gp
41–49	*Skin of the troll*	61,200 gp
50–57	*Skin of the hero*	77,500 gp
58–63	*Skin of the spider*	79,080 gp
64–72	*Skin of proteus*	84,000 gp
73–80	*Third eye expose*	112,000 gp
81–87	*Third eye conceal*	120,000 gp
88–92	*Third eye dominate*	120,000 gp
93–97	*Skin of iron*	129,600 gp
98–100	*Skin of the psion*	151,000 gp

Universal Item Descriptions

Universal items can be configured to do just about anything. Standard universal items are described below.

Amulet of Catapsi: This copper amulet aids the wearer against other psionic characters. Once per day, the wearer can mentally command the *catapsi* power, which blankets a 30-foot-radius area surrounding the wearer in telepathic noise for 9 rounds. Each time other psionic characters within this range attempt to manifest a power, they must succeed on a DC 17 Will save or pay 4 more points than they otherwise would for each power manifestation. The limit on the number of power points a subject can spend on a power remains in effect, so the subject may not be able to manifest his or her highest-level powers.

Moderate telepathy; ML 9th; Craft Universal Item, *catapsi;* Price 16,200 gp.

Boots of Landing: These boots allow the wearer to recover instantly from a fall and can absorb some damage from falling once per day. The wearer lands on her feet no matter how far she falls, and takes 2 fewer dice of damage from the fall than normal (thus, a fall of 20 feet or less deals her no damage).

Faint psychoportation; ML 2nd; Craft Universal Item, *catfall;* Price 1,000 gp; Weight 1 lb.

Boots of Skating: These boots allow the wearer to slide along the ground at will as if using the *skate* power.

Faint psychoportation; ML 1st; Craft Universal Item, *skate;* Price 7,000 gp; Weight 1 lb.

Boots of Stomping: These boots allow the wearer to use *stomp* as the power three times per day (Reflex save DC 13) when the wearer stomps her feet.

Faint psychokinesis; ML 3rd; Craft Universal Item, *stomp;* Price 600 gp; Weight 1 lb.

Boots of Temporal Acceleration: These boots allow the wearer to speed up his own time frame for 2 rounds as if using the power *temporal acceleration*. The wearer can use this power once per day.

Strong psychoportation; ML 15th; Craft Universal Item, *temporal acceleration;* Price 43,200 gp; Weight 1 lb.

Crawling Tattoos: Crawling tattoos resemble standard psionic tattoos, but their effects are often harmful rather than beneficial. Like a psionic tattoo, a crawling tattoo can be scribed only with a power of no higher than 3rd level that targets one or more creatures. Exceptions are the *body adjustment* power, which can be scribed even though it affects only the manifester, and telepathy (compulsion) powers, which cannot be scribed at all. Powers that normally have an area, such as *energy cone*, affect only one target if scribed in a crawling tattoo. Powers with an experience point requirement cannot be scribed into a crawling tattoo. Otherwise, crawling tattoos are treated as psionic tattoos (see above) until they are activated by the wearer.

The wearer of a crawling tattoo can tap the tattoo as a standard action that provokes attacks of opportunity, mentally specifying a target (to which the wearer must have line of sight). Instead of manifesting its stored power, the tattoo animates, drops to the ground, and scuttles toward the target. The original wearer need no longer concentrate on the tattoo once animated.

The animated tattoo moves toward its designated target in the same round when it is activated. Treat it as a Fine construct that has AC 18, 10 hit points, a hardness of 5, speed 30 feet, and a bonus on attack rolls equal to the wearer's manifester level + his key ability modifier. Crawling tattoos, unlike true constructs, are subject to illusions, darkness, fog, and similar effects. Should the target be killed, teleport away, or otherwise absent itself before the animated tattoo reaches it, the wearer can reclaim the tattoo. If it is destroyed, a crawling tattoo shatters and evaporates.

A crawling tattoo must enter the target's square to attack and thus provokes attacks of opportunity as it passes through the target's threatened area. The tattoo makes one touch attack per round thereafter until it strikes its target or is destroyed. On a successful attack, the power scribed in the crawling tattoo affects the target if the target fails the appropriate saving throw; however, powers that normally allow a Reflex saving throw automatically affect the touched target. Crawling tattoos can ferry beneficial powers as well as harmful ones, and a target can allow the tattoo's touch attack to succeed if he or she desires.

Two examples of crawling tattoos are described below; many more types are possible.

Market Price: The cost of a crawling tattoo depends on the level of the power scribed in it.

Power Level	Market Price
1st	50 gp
2nd	300 gp
3rd	750 gp

Crawling Tattoo of Concussion: This crawling tattoo delivers a concussion effect, dealing 1d6 points of damage to a creature hit by its touch attack.

Faint psychokinesis; ML 1st; Craft Universal Item, *concussion blast;* Price 50 gp.

Crawling Tattoo of Energy Bolt: Each of these tattoos is keyed to one energy type: cold, electricity, fire, or sonic. This crawling tattoo delivers the *energy bolt* power, dealing 5d6 points of damage of its energy type.

Faint psychokinesis; ML 5th; Craft Universal Item, *energy bolt;* Price 750 gp.

Crystal Anchor: A *crystal anchor* is a shaft of transparent crystal 4 to 5 feet in length, with a sharpened, spearlike head on one end. It ensnares the minds of those within range who manifest powers of a specified psionic discipline. The triggering discipline is specified at the time of creation.

A *crystal anchor* is activated by plunging the sharp head into the ground, leaving the shaft freestanding. It projects an invisible, 30-foot-radius field. If a power from the specified discipline is manifested within this range, the manifester must succeed on a Will save (DC 15 + power level) or become subject to an effect similar to *brain lock*, except that the effect is permanent until dispelled or dismissed by the individual who initially drove the *crystal anchor* into the earth. Any anchor can be pulled out of the ground and reused at a later time.

When a *crystal anchor* successfully ensnares a target, a slender filament of insubstantial ectoplasm connects the victim to the shaft, even one outside the original area of the field (for instance, if the victim is carried away but the effect remains active).

A *crystal anchor* can attempt to ensnare a victim only five times per day. Previously caught targets can remain caught day after day and do not count against this daily limit on attempts. An anchor's owner can designate certain creatures to be unaffected by the anchor; such creatures need not make a saving throw and do not count against the daily limit on attempts. One *crystal anchor* can ensnare multiple targets simultaneously, and multiple *crystal anchors* can share overlapping fields.

Anchors that activate when a specific power is manifested in range are also possible (such as the *ghost crystal anchor* described below), but are rarer.

A *crystal anchor* has AC 7, 15 hit points, a hardness of 8, and a break DC of 20.

Body Crystal Anchor: Those who manifest psychometabolism powers are affected as described above.

Faint psychometabolism; ML 5th; Craft Universal Item, *brain lock, psionic contingency,* any psychometabolism power; Price 24,000 gp; Weight 3 lb.

Comprehension Crystal Anchor: Those who manifest clairsentience powers are affected as described above.

Faint clairsentience; ML 5th; Craft Universal Item, *brain lock, psionic contingency,* any clairsentience power; Price 24,000 gp; Weight 3 lb.

Creation Crystal Anchor: Those who manifest metacreativity powers are affected as described above.

Faint metacreativity; ML 5th; Craft Universal Item, *brain lock, psionic contingency,* any metacreativity power; Price 24,000 gp; Weight 3 lb.

Energy Crystal Anchor: Those who manifest psychokinesis powers are affected as described above.

Faint psychokinesis; ML 5th; Craft Universal Item, *brain lock, psionic contingency,* any psychokinesis power; Price 24,000 gp; Weight 3 lb.

Ghost Crystal Anchor: Those who manifest *remote viewing* are affected as described above.

Faint clairsentience; ML 5th; Craft Universal Item, *brain lock, psionic contingency, remote viewing*; Price 24,000 gp; Weight 3 lb.

Mind Crystal Anchor: Those who manifest telepathy powers are affected as described above.

Faint telepathy; ML 5th; Craft Universal Item, *brain lock, psionic contingency,* any telepathy power; Price 24,000 gp; Weight 3 lb.

Travel Crystal Anchor: Those who manifest psychoportation powers are affected as described above.

Faint psychoportation; ML 5th; Craft Universal Item, *brain lock, psionic contingency,* any psychoportation power; Price 24,000 gp; Weight 3 lb.

Crystal Masks: Each of the various types of crystal masks fits over the face of any Medium or Small humanoid, with slits for eyes and nostrils. The mask is transparent, although it distorts the wearer's features. Leather straps attached to small holes on the sides of a mask enable the owner to affix the mask to his face.

Crystal masks confer special abilities or improved skills on their wearers.

A crystal mask is treated as eyewear or goggles for the purpose of determining which items can be worn on the body (see page 214 of the *Dungeon Master's Guide*).

Crystal Mask of Detection: The wearer of a *crystal mask of detection* can make Search checks with a +10 competence bonus.

Moderate clairsentience; ML 7th; Craft Universal Item, creator must have 10 ranks in Search; Price 10,000 gp; Weight 1/2 lb.

Crystal Mask of Discernment: The wearer of a *crystal mask of discernment* can make Sense Motive checks with a +10 insight bonus.

Moderate clairsentience; ML 7th; Craft Universal Item, creator must have 10 ranks in Sense Motive; Price 10,000 gp; Weight 1/2 lb.

Crystal Mask of Dread: The wearer of a *crystal mask of dread* can attempt to frighten other beings to her will. The wearer makes all Intimidate checks with a +10 competence bonus.

Moderate clairsentience; ML 7th; Craft Universal Item, creator must have 10 ranks in Intimidate; Price 10,000 gp; Weight 1/2 lb.

Crystal Mask of Insightful Detection: The wearer of a *crystal mask of insightful detection* can make Search checks and Spot checks checks with a +9 insight bonus.

Moderate clairsentience; ML 7th; Craft Universal Item, creator must have 9 ranks in both Search and Spot; Price 20,250 gp; Weight 1/2 lb.

Crystal Mask of Knowledge: Each of the various *crystal masks of knowledge* grants the wearer a +5 competence bonus on a specific type of Knowledge check. For instance, one mask might add the bonus on Knowledge (psionics) checks while another might do so for Knowledge (history).

Faint clairsentience; ML 3rd; Craft Universal Item, creator must have 5 ranks in the Knowledge skill of the appropriate type; Price 2,500 gp; Weight 1/2 lb.

Crystal Mask of Languages: Each of the various *crystal masks of language* grants the wearer the ability to speak and write five different languages. For instance, a mask might grant the ability to speak Draconic, Celestial, Dwarven, Elven, and Infernal.

Faint clairsentience; ML 3rd; Craft Universal Item, creator must have the Speak Language skill for each of five languages; Price 2,500 gp; Weight 1/2 lb.

Crystal Mask of Mindarmor: A *crystal mask of mindarmor* grants the wearer a +4 insight bonus on all Will saving throws.

Faint telepathy; ML 5th; Craft Universal Item, *conceal thoughts*; Price 10,667 gp; Weight 1/2 lb.

Crystal Mask of Psionic Craft: The wearer of a *crystal mask of psionic craft* makes all Psicraft checks with a +10 competence bonus.

Moderate clairsentience; ML 7th; Craft Universal Item, creator must have 10 ranks in Psicraft; Price 10,000 gp; Weight 1/2 lb.

Eyes of Expanded Vision: These crystal lenses fit over the user's eyes to expand his field of vision. Flanking opponents gain only a +1 bonus when attacking the user instead of +2 (rogues still get their full sneak attack damage because the wearer is still flanked). The wearer gains a +1 enhancement bonus on Spot checks but takes a –2 penalty on saves against gaze attacks.

Faint clairsentience; ML 1st; Craft Universal Item, *ubiquitous vision*; Price 3,000 gp.

Eyes of Power Leech: These crystal lenses fit over the user's eyes. Once per day, the wearer is able to drain power points from another psionic creature or character by meeting its gaze as if using *power leech*. A selected target within 40 feet must succeed on a DC 16 Will save, or a connection of crackling energy is formed between the wearer and the victim. The connection drains 1d6 power points from the target for every round in which the wearer maintains concentration (to a maximum of 7 rounds). The wearer gains 1 power point from those drained from the target each round (subject to his normal maximum; points he cannot gain immediately are lost).

If the wearer has only one lens, the DC of the Will save is 14 instead of 16.

Eyes of power leech have no effect on nonpsionic targets or psionic creatures with a current power point reserve of 0.

Moderate telepathy; ML 7th; Craft Universal Item, *power leech*; Price 10,080 gp.

Eyes of Power Leech, Vampiric: As *eyes of power leech*, except the wearer gains drained power points from the subject even if doing so would bring him over his normal maximum. The wearer of *vampiric eyes of power leech* can maintain concentration for up to 13 rounds. Power points the wearer gains in excess of his maximum fade after 8 hours if they are not spent before that time.

Strong telepathy; ML 15th; Craft Universal Item, *bend reality, power leech*; Price 20,160 gp.

Gloves of Object Reading: While wearing these gloves, the user can learn the details of an inanimate object's previous owner if he handles the object, as if manifesting the *object reading* power.

Faint clairsentience; ML 1st; Craft Universal Item, *object reading*; Price 3,000 gp.

Gloves of Titan's Grip: While wearing these oversize gloves, the user gains a +8 enhancement bonus on grapple checks. The power is activated when the user enters a grapple. The enhancement bonus lasts for a maximum of 7 rounds per use, up to three uses per day.

Moderate psychometabolism; ML 9th; Craft Universal Item, *grip of iron*; Price 14,000 gp.

Mirror of Mind Switch: This small hand mirror manifests its power once per day against a creature that sees its reflection within it, as a gaze attack with a range of 30 feet. Potential victims can attempt to avert their eyes or look away as they would from a normal gaze attack (see page 309 of the *Monster Manual*). A creature meeting its own gaze in the mirror must succeed on a DC 19 Will save, or its mind and the mind of the mirror's wielder switch, as if by the *mind switch* power. Because the mirror is small, only a single creature can meet its own gaze. The wielder of the mirror is not affected by seeing himself.

Moderate telepathy; ML 11th; Craft Universal Item, *mind switch*; Price 19,800 gp; Weight 1/2 lb.

Mirror of Suggestion: This small hand mirror manifests its power up to twice per day against creatures that see their reflections within it, as a gaze attack with a range of 30 feet. Potential victims can attempt to avert their eyes or look away as they would from a normal gaze attack (see page 309 of the *Monster Manual*). A creature meeting its own gaze in the mirror must succeed on a DC 13 Will save or be affected by a *suggestion* chosen by the mirror's wielder. Because the mirror is small, only a single creature can meet its own gaze each round. The wielder of the mirror is not affected by seeing herself.

Faint telepathy; ML 3rd; Craft Universal Item, *psionic suggestion*; Price 3,600 gp; Weight 1/2 lb.

Mirror of Time Hop: This small hand mirror manifests its power up to twice per day against creatures that see their reflections within it, as a gaze attack with a range of 30 feet. Potential victims can attempt to avert their eyes or look away as they would from a normal gaze attack (see page 309 of the *Monster Manual*). A creature meeting its own gaze in the mirror must succeed on a DC 14 Will save or be pushed forward in time by 5 rounds, as if subject to the *time hop* power. Because the mirror is small, only a single creature can meet its own gaze each round. The wielder of the mirror is not affected by seeing herself.

Faint psychoportation; ML 5th; Craft Universal Item, *time hop*; Price 9,000 gp; Weight 1/2 lb.

Pearl, Brain Lock: This tiny pearly sphere speeds toward its target when hurled by its owner. He can hurl the pearl at any target within 130 feet that he can see and to which he has line of effect. If the target fails a DC 13 Will saving throw, the pearl seems to impact and then enter the flesh of the target. The target stands mentally paralyzed, as if by *brain lock*, for 3 rounds. The use destroys the item.

Faint telepathy: ML 3rd; Craft Universal Item, *brain lock*; Price 300 gp.

Pearl, Breath Crisis: This tiny pearly sphere speeds toward its target when hurled by its owner. He can hurl the pearl at any target within 150 feet that he can see and to which he has line of effect. If the target fails a DC 14 Will saving throw, the pearl seems to impact and then enter the flesh of the target. The target is affected as if by *crisis of breath* for 5 minutes. The use destroys the item.

Faint telepathy; ML 5th; Craft Universal Item, *crisis of breath*; Price 750 gp.

Pearl, Mind Seed: This tiny pearly sphere instantly takes on the skin tone and texture of whatever creature handles it. It speeds toward its target when hurled by its owner. He can hurl the pearl at any target within 150 feet that he can see and to which he has line of effect. If the target fails a DC 22 Will saving throw, the pearl seems to impact and then enter the flesh of the target. The target is affected as if by a *mind seed* power, with the pearl's wielder acting as the manifester. The use destroys the item.

Strong telepathy; ML 15th; Craft Universal Item, *mind seed*; Cost 6,000 gp + 2,500 XP; Price 18,500 gp.

Pearl, Personality Parasite: This tiny pearly sphere speeds toward its target when hurled by its owner. He can hurl the pearl at any target within 130 feet that he can see and to which he has line of effect. If the target fails a DC 16 Will saving throw, the pearl seems to impact and then enter the flesh of the target. The target is affected as if by *personality parasite* for 5 rounds. The use destroys the item.

Faint telepathy; ML 7th; Craft Universal Item, *personality parasite*; Price 1,400 gp.

Psionatrix: Each of these multifaceted crystals is worn as an amulet. Unless noted otherwise, a psionatrix adds a +1 enhancement bonus to the save DC when the wearer uses powers of the discipline to which the psionatrix is keyed.

Psionatrix of clairsentience: Blue light glimmers in this crystal's heart.

Moderate clairsentience; ML 8th; Craft Universal Item, creator must be a seer; Price 8,000 gp.

Psionatrix of metacreativity: Green light glimmers in this crystal's heart.

Moderate metacreativity; ML 8th; Craft Universal Item, creator must be a shaper; Price 8,000 gp.

Psionatrix of psychokinesis: Red light glimmers in this crystal's heart.

Moderate psychokinesis; ML 8th; Craft Universal Item, creator must be a kineticist; Price 8,000 gp.

Psionatrix of psychometabolism: Violet light glimmers in this crystal's heart.

Moderate psychometabolism; ML 8th; Craft Universal Item, creator must be an egoist; Price 8,000 gp.

Psionatrix of psychoportation: Yellow-red light glimmers in this crystal's heart.

Moderate psychoportation; ML 8th; Craft Universal Item, creator must be a nomad; Price 8,000 gp.

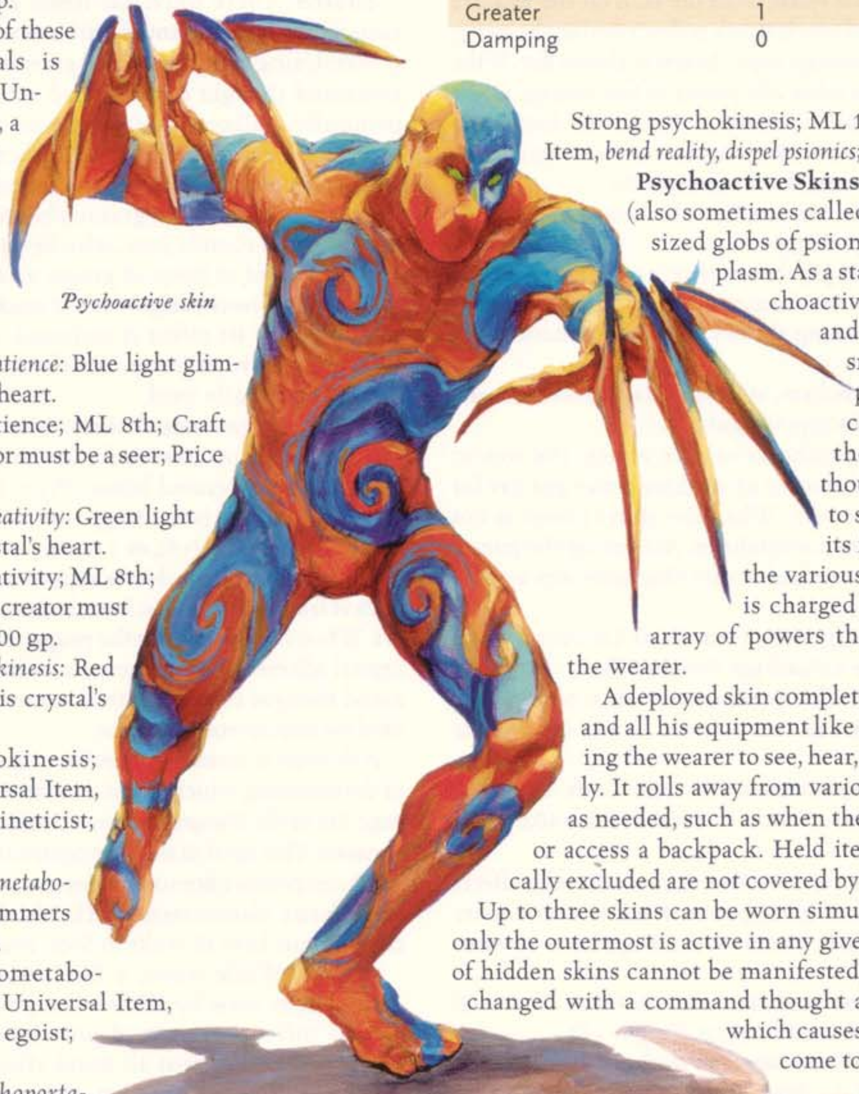
Psionatrix of telepathy: Piercing yellow light shines from this crystal's heart.

Moderate telepathy; ML 8th; Craft Universal Item, creator must be a telepath; Price 8,000 gp.

Psionic Restraints: Each of the various psionic restraints is an iron cuff that cunningly locks around the wrist (DC 27 Open Lock check). The cuff limits the total number of power points a psionic creature wearing it can use in 1 round (regardless of the creature's total power point reserve), or completely damps the ability to use psionics. All types of psionic restraints prevent the free manifesting of powers.

Restraint Type	Allowed Power Points/Round	Market Price
Lesser	5	1,000 gp
Average	3	6,000 gp
Greater	1	12,000 gp
Damping	0	24,000 gp

Strong psychokinesis; ML 16th; Craft Universal Item, *bend reality, dispel psionics*; Weight 1 lb.



Psychoactive skin

Illus. by H. Hudson

Psychoactive Skins: Psychoactive skins (also sometimes called ectoshells) are fist-sized globs of psionically charged ectoplasm. As a standard action, a psychoactive skin spreads over and covers a Medium or smaller creature that projects the proper command thought; the same command thought causes the skin to shrink back down to its former size. Each of the various psychoactive skins is charged with one of a wide array of powers that constantly affect the wearer.

A deployed skin completely covers the wearer and all his equipment like a second skin, allowing the wearer to see, hear, and breathe normally. It rolls away from various parts of the body as needed, such as when the wearer needs to eat or access a backpack. Held items or items specifically excluded are not covered by a psychoactive skin. Up to three skins can be worn simultaneously, although only the outermost is active in any given round (the powers of hidden skins cannot be manifested). Skin layers can be changed with a command thought as a standard action, which causes a lower-layer skin to come to the surface.

Skin of the Chameleon: This psychoactive skin adjusts to surrounding textures and colors, continually granting the wearer a +10 enhancement bonus on Hide checks.

Faint psychometabolism; ML 3rd; Craft Universal Item, *chameleon*; Price 18,000 gp; Weight 2 lb.

Skin of the Claw: This psychoactive skin benefits only a wearer who has levels in psychic warrior. If such a character wears this skin, he can activate the *claws of the beast* power at will, as a free action that does not provoke attacks of opportunity. He can also dismiss the claws equally quickly.

Faint psychometabolism; ML 4th; Craft Universal Item, *claws of the beast*; Price 16,000 gp; Weight 2 lb.

Skin of the Defender: This psychoactive skin continually grants the wearer a +4 bonus to natural armor.

Faint psychometabolism; ML 5th; Craft Universal Item, *thicken skin*; Price 32,000 gp; Weight 2 lb.

Skin of Fiery Response: This psychoactive skin answers the first attack made against the wearer in each round with an automatically manifested and targeted "ectoburst" against the attacker. The burst ejects from the skin on the wearer's turn, making a ranged touch attack as described in the *energy retort* power, but the energy type chosen is always fire. If the attack hits, the target takes 2d6 points of fire damage as the ectoburst flames up and is consumed. This attack does not in any way hinder the wearer, count against her total actions for the round, or provoke attacks of opportunity.

Faint psychokinesis; ML 5th; Craft Universal Item, *energy retort*; Price 60,000 gp; Weight 2 lb.

Skin of the Hero: This psychoactive skin continually grants the wearer a +3 deflection bonus to Armor Class, a +3 resistance bonus on all saving throws, and a +3 enhancement bonus on attack rolls.

Strong psychometabolism; ML 18th; Craft Universal Item, *bend reality*; Price 77,500 gp; Weight 2 lb.

Skin of Iron: This psychoactive skin affects the wearer as the *psionic iron body* power up to three times per day for 15 minutes with each use. When the skin's power is not active, it has no protective qualities. Activating the *psionic iron body* effect is a standard action that provokes attacks of opportunity.

Strong metacreativity; ML 15th; Craft Universal Item, *psionic iron body*; Price 129,600 gp; Weight 2 lb.

Skin of Nimbleness: This psychoactive skin continually grants the wearer a +10 competence bonus on Tumble checks.

Moderate psychometabolism; ML 8th; Craft Universal Item, creator must have 10 ranks in Tumble; Price 10,000 gp; Weight 2 lb.

Skin of Proteus: This psychoactive skin continually affects the wearer as the *metamorphosis* power. While in a form other than his natural form, the wearer does not appear to be wearing the skin.

Moderate psychometabolism; ML 7th; Craft Universal Item, *metamorphosis*; Price 84,000 gp; Weight 2 lb.

Skin of the Psion: This psychoactive skin grants the wearer 7 bonus power points per day and power resistance 21.

Strong clairsentience; ML 17th; Craft Universal Item, *power resistance*; Price 151,000 gp; Weight 2 lb.

Skin of the Spider: This psychoactive skin continually grants the wearer a +20 competence bonus on Climb checks and continually affects the wearer as the *body equilibrium* power. Three times per day, the wearer can manifest *entangling ectoplasm* against a target within 30 feet.

Faint psychometabolism; ML 3rd; Craft Universal Item, creator must have 10 ranks in Climb, *body equilibrium*, *entangling ectoplasm*; Price 79,080 gp; Weight 2 lb.

Skin of the Troll: This psychoactive skin continually allows a living wearer to heal more quickly. The wearer heals 5 points of damage per minute. Except for the slower rate of healing, this skin affects its wearer as if the wearer were under the effect of a continual *true metabolism* power.

Strong psychometabolism; ML 17th; Craft Universal Item, *true metabolism*; Price 61,200 gp; Weight 2 lb.

Ring of Self-Sufficiency: This crystalline ring continually grants the wearer a +10 competence bonus on Autohypnosis checks.

Moderate psychometabolism; ML 7th; Craft Universal Item, creator must have 10 ranks in Autohypnosis; Price 10,000 gp.

Shards: These universal items are tiny fragments of cast-off crystal imprinted with minuscule bits of psionic power. Using a *shard* requires grasping it and projecting a command thought as a standard action (most *shards* telepathically whisper their command word into the minds of living creatures who handle them). A *shard* grants a temporary competence bonus on one specific skill, ranging from +1 to +10. The granted bonus lasts until the skill is used or 10 rounds pass, whichever comes first. For instance, a *shard of Jump +8* grants a +8 competence bonus on the user's next Jump check if made within the next 10 rounds. Once its effect is activated, a *shard* disintegrates immediately, whether or not the bonus granted by the *shard* is eventually used.

Moderate psychometabolism; ML 7th; Craft Universal Item, creator must have ranks in the specified skill at least equal to the imprinted bonus; Price 10 gp (+1), 40 gp (+2), 90 gp (+3), 160 gp (+4), 250 gp (+5), 360 gp (+6), 490 gp (+7), 640 gp (+8), 810 gp (+9), or 1,000 gp (+10).

Third Eyes: These objects appear as small crystals, always with at least one wide, flat facet, and contain a variety of powers. When the owner uses the proper command thought, the crystal adheres to the center of his forehead (the same command thought causes the *third eye* to disengage). Only one *third eye* can be worn at a time.

A *third eye* is treated as eyewear or goggles for the purpose of determining which items can be worn on the body (see page 214 of the *Dungeon Master's Guide*).

Aware: This kind of *third eye* continually grants the wearer a +10 competence bonus on Spot checks.

Moderate clairsentience; ML 7th; Craft Universal Item, creator must have 10 ranks in Spot; Price 10,000 gp.

Conceal: While worn, a *third eye conceal* protects the wearer from view by all devices, powers, and spells that detect, influence, or read emotions or thoughts. This power protects against all mind-affecting powers and effects as well as information-gathering by clairsentience powers or effects (except for *metafaculty*); this item affects the wearer as if he enjoyed the benefit of the *psionic mind blank* power.

Strong telepathy; ML 15th; Craft Universal Item, *psionic mind blank*; Price 120,000 gp.

Concentrate: This kind of *third eye* continually grants the wearer a +10 competence bonus on Concentration checks.

Moderate telepathy; ML 7th; Craft Universal Item, creator must have 10 ranks in Concentration; Price 10,000 gp.

Dominate: The wearer of a *third eye dominate* can attempt to dominate a subject as with the power *psionic dominate,* augmented to target any creature type it can affect, once per day (save DC 18).

Strong telepathy; ML 15th; Craft Universal Item, *psionic dominate;* Price 120,000 gp.

Expose: The wearer of this kind of *third eye* always knows when someone lies directly to him.

Strong telepathy; ML 15th; Craft Universal Item, *bend reality;* Price 112,000 gp.

Gather: This kind of *third eye* continually grants the wearer a +10 competence bonus on Gather Information checks.

Moderate clairsentience; ML 7th; Craft Universal Item, creator must have 10 ranks in Gather Information; Price 10,000 gp.

Penetrate: While worn, a *third eye penetrate* grants the wearer a +2 bonus on manifester level checks to overcome a creature's power resistance.

Strong clairsentience; ML 15th; Craft Universal Item, *bend reality;* Price 8,000 gp.

Powerthieve: While worn, a *third eye powerthieve* allows the wearer to borrow one power from a psionic target within 40 feet once per day. If the target fails a DC 16 Will save, it instantly loses one power of the wearer's choice, and the wearer instantly gains temporary knowledge of this power. The wearer can manifest the borrowed power normally if she has sufficient power points to pay for its cost. The wearer retains knowledge of the power for up to 70 minutes, at which time she loses knowledge of the power and the former owner regains it, regardless of the distance between them. If the former owner is dead, the wearer still loses the borrowed power.

Moderate telepathy; ML 7th; Craft Universal Item, *thieving mindlink;* Price 10,080 gp.

Repudiate: While worn, this powerful item allows the wearer to manifest *dispel psionics* once per day with a +20 modifier on the dispel check (the wearer uses the +20 modifier in place of his manifester level).

Strong psychokinesis; ML 20th; Craft Universal Item, *dispel psionics;* Price 43,200 gp.

Sense: The wearer of this kind of *third eye* can manifest *clairvoyant sense* at will.

Faint clairsentience; ML 3rd; Craft Universal Item, *clairvoyant sense;* Price 24,000 gp.

View: The wearer of this kind of *third eye* can spin a quasi-real version of himself and send it over virtually any distance or into other planes of existence, as if manifesting the *remote viewing* power, once per day.

Moderate clairsentience; ML 7th; Craft Universal Item, *remote viewing;* Price 10,180 gp.

Torc of Free Will: This item is a band inlaid with precious metal, worn around the neck or upper arm. The wearer of a *torc of free will* is not affected by the *brain lock* power or items that produce *brain lock* effects (such as *crystal anchors*).

A torc is treated as an amulet for the purpose of determining which items can be worn on the body (see page 214 of the *Dungeon Master's Guide*).

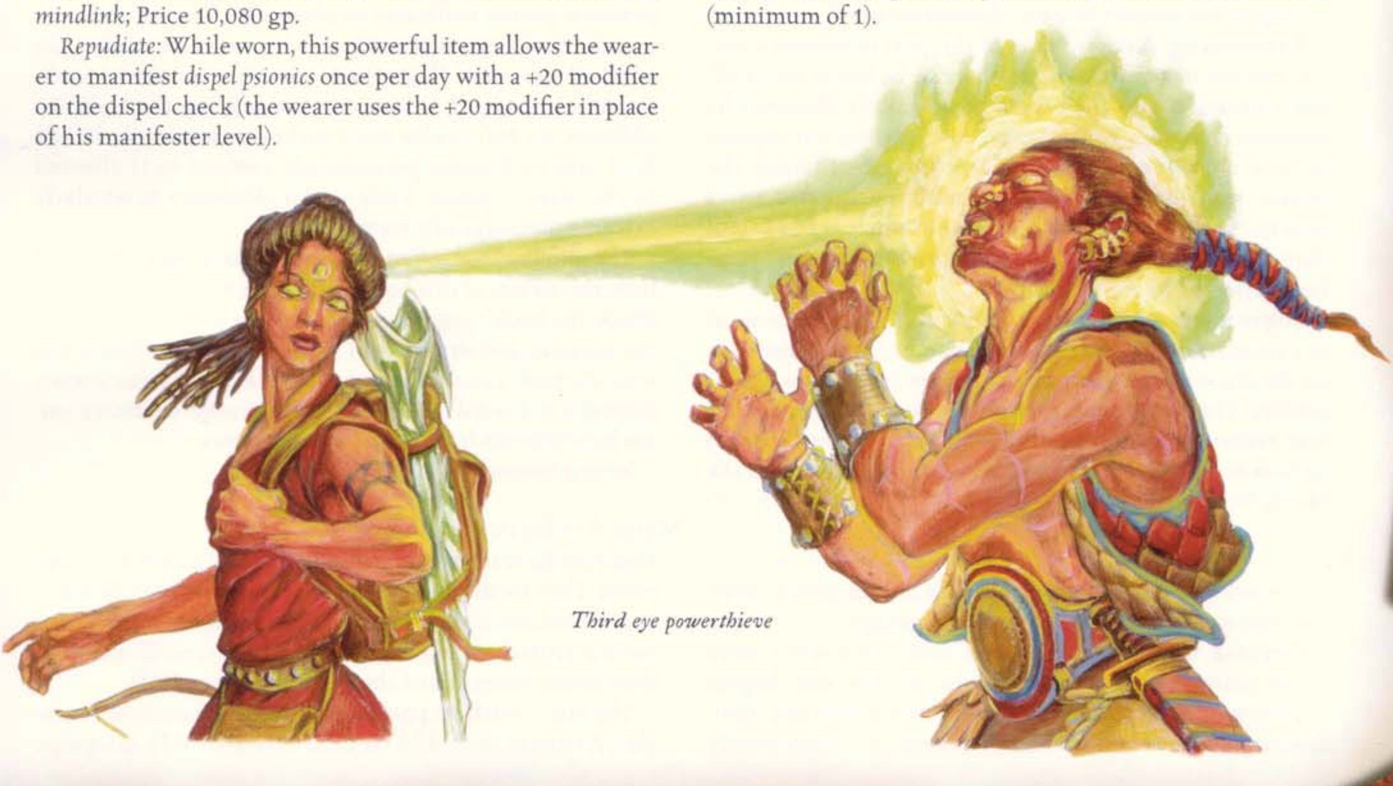
Faint telepathy; ML 3rd; Craft Universal Item, *brain lock;* Price 6,000 gp; Weight 2 lb.

Torc of Leech Freedom: This item is a band inlaid with precious metal, worn around the neck or upper arm. The wearer of a *torc of leech freedom* automatically resists up to two uses of *power leech* against him per day.

A torc is treated as an amulet for the purpose of determining which items can be worn on the body (see page 214 of the *Dungeon Master's Guide*).

Faint telepathy; ML 5th; Craft Universal Item, *power leech;* Price 12,000 gp; Weight 2 lb.

Torc of Power Preservation: This item is a band inlaid with precious metal, worn around the neck or upper arm. The wearer of a *torc of power preservation* manifests all powers by paying power points equal to the standard cost minus 1 (minimum of 1).



Third eye powerthieve

Illus. by H. Hudson

A torc is treated as an amulet for the purpose of determining which items can be worn on the body (see page 214 of the *Dungeon Master's Guide*).

Strong clairsentience; ML 15th; Craft Universal Item, *bend reality*; Price 36,000 gp; Weight 2 lb.

CURSED ITEMS

Psionic characters never want to discover cursed psionic items firsthand. Like their magical counterparts, these items include both intentionally harmful and malfunctioning items that directly or indirectly affect a user negatively.

Some cursed psionic items may require a power point expenditure to remove, or to be rendered inactive by *matter manipulation*; others can be removed from a character's possession by simply dropping them.

If you (as the DM) want to include random cursed items in your game, it's best to allow only a small chance of their occurrence. Determine treasure as usual, but whenever you roll for a psionic item, make a second secret d% roll. On a result of 01–05, the item generated is cursed in some way. Consult the Cursed Item Common Curses table on page 272 of the *Dungeon Master's Guide*. The potential negative impact of a cursed psionic item is the same as that of a cursed magic item. When generating a curse condition on the table, if you roll 91–100, instead of choosing a specific magic item, instead roll on the table below, which adds additional kinds of curses for psionic items.

d%	Curse
01–33	Backfire
34–66	Exhausting
67–100	Subversive

Backfire: The imbedded psionic effect of the cursed item targets the user instead of its intended target. For example, a cursed *crawling tattoo of concussion blast*, when activated, does not drop from the skin and attack the opponent but instead springs at the wearer's face and delivers its attack.

Exhausting: A cursed item of this sort resembles a normal psionic item with a power that can be freely activated, but it instead drains the user of power points whenever he activates its power. For instance, an *exhausting torc* appears to be a *torc of free will* until a *brain lock* effect targets the wearer, who then loses 1 power point. Such items aren't necessarily bad to possess. The above example is less useful than a true *torc of free will*, but still prevents its wearer from being affected by the power.

Subversive: A cursed item of this sort appears identical to a standard psionic item. However, it holds an inner malice for the wearer, whose saving throws take a constant –2 penalty. The owner isn't instantly aware of this penalty but may become aware after a while, when it becomes clear that he fails saves that others make with the same result on the saving throw.

Specific Cursed Item

The *reverse capacitor* is one example of a cursed psionic item. Feel free to create others to suit your campaign.

Reverse Capacitor: A *reverse capacitor* doesn't store power points—it drains them, to the surprise and chagrin of a psionic character taken in by its resemblance to a *cognizance crystal*. Powers that identify psionic items incorrectly identify a *reverse capacitor* as a *cognizance crystal* 50% of the time.

A psionic character attempting to use the power points supposedly stored in a *reverse capacitor* instead loses 1d6 power points per round for 7 rounds. A crackling arc connects the brow of the character with the stone. If the character can put more than 40 feet between himself and the *reverse capacitor*, the effect ends. If the *reverse capacitor* drains more power points than the psionic character possesses, the draining effect ends.

The drained power points are simply lost.

Each new attempt to use the power points supposedly stored in the *reverse capacitor* initiates the draining effect anew.

Strong telepathy; ML 15th; Craft Universal Item, *bend reality, power leech*; Price 112,000 gp; Weight 1 lb.

PSIONIC ARTIFACTS

Psionic artifacts are immensely powerful items, each one having a history that stretches longer than most human civilizations. Like magic artifacts, these are legendary relics that whole campaigns can be based around. The DM should never introduce a major artifact into a campaign randomly or without careful consideration. Such creations are capable of completely altering the balance of a campaign.

Minor Artifacts

Minor artifacts are not necessarily unique items, Instead, they are psionic items that no longer can be made, at least by common mortal means.

Sutra of Tranquil Thought: This monastic tome describes ancient techniques of mental focus and is highly prized by psionic practitioners. If a psionic character who is not evil studies the work during one week of solitary contemplation, he gains 17 bonus power points and experience points sufficient to place him halfway into the next level of experience. Those who use their powers for evil (such as mind flayers) are punished for their impertinence, losing 5d6 × 1,000 XP for defiling the book. In addition, an evil reader must make an immediate DC 15 Will save or become permanently *confused* as if affected by the *insanity* power. Only *psychic chirurgery* or similarly extreme measures can restore sanity.

The minds of nonpsionic beings are too clouded to benefit from the secrets of this book. To anyone without psionic aptitude, the book's pages appear to contain nothing but elaborate patterns and drawings of mysterious beings. Once it is read, the book vanishes into the Astral Plane to an unknown destination. Even if it is found again, the same character cannot benefit twice from perusing its contents.

Strong telepathy; ML 20th; Weight 3 lb.

Major Artifacts

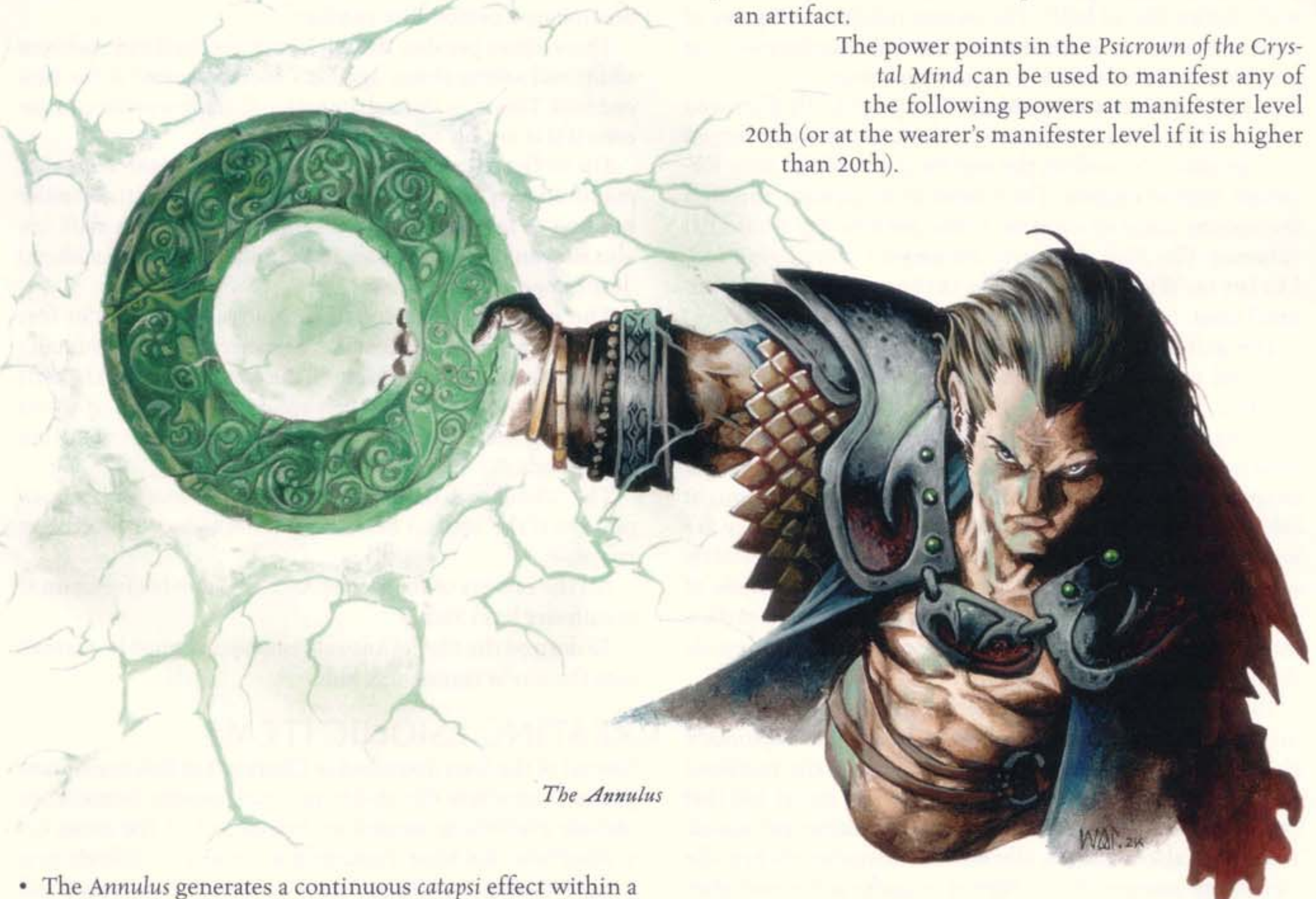
Major artifacts are unique items—only one of each such item exists. They are difficult to find and dangerous to handle, but once found, are often even more difficult to destroy. A major psionic artifact should have only a single, specific means of destruction (determined ahead of time by the DM).

The major artifacts presented here are meant to be examples. Artifacts should be tailored to fit the DM's campaign and its history: The discovery of a major artifact should be a campaign-defining moment. The DM is free to change the powers given here to customize these artifacts for his campaign.

Annulus: This artifact is the ultimate psionic nullifier. Forged by long-dead illithids to keep enemies of vast psionic power at bay (possibly other illithids), the *Annulus* is an artifact that any psionic being should fear. It has been forgotten by mind flayers and nonillithids alike in the modern age, and merely finding it would precipitate a great upheaval across the planes.

The *Annulus* is a 1-foot-diameter ring of silvery material. Tiny slots, antennae, spheres, and other intricate projections decorate the exterior of the hoop; however, two smoothed lengths of the ring provide an adequate surface for grasping the item.

The *Annulus* has several powers, all of which require a wielder to tightly grasp the ring with at least one hand. When it is first grasped, knowledge of the artifact's powers immediately flood the wielder's mind. The wielder can access all powers of the *Annulus* at manifester level 20th.



The Annulus

Illus. by W. Reynolds

- The *Annulus* generates a continuous *catapsi* effect within a 100-foot-radius of the wielder (who is unaffected).
- The wielder gains a +4 enhancement bonus on any attempt to resist an effect that deals ability damage.
- Once per day, the wielder can trigger *ultrablast* as a standard action.
- Three times per day, as a standard action, the wielder can trigger an effect similar to *psionic dimensional anchor* that affects all creatures in a 50-foot radius.

The primary power of the *Annulus*, however, is psionic nullification. Once per year, the wielder can trigger this effect as a special action requiring 10 rounds of continuous concentration to complete. The wielder specifies a target or targets within a 100-foot radius, ranging from a specific psionic individual or item to a group of psionic beings that share the same philosophy (such as the creatures present at an illithid outpost). The nullification effect is accompanied by blasts of light, heat, and sound from the *Annulus*. Nonpsionic creatures and items are unaffected, as are nontargeted beings, but any psionic target—regardless of any protection it may possess—disintegrates in a terrific explosion. Nothing is left but floating dust.

It is relatively easy to nullify a single target or a small group of targets, but nullifying a more powerful being (such as a demigod or greater entity) or another major artifact taxes the *Annulus* to its limits. If it is used to nullify such a target, the artifact succeeds but is destroyed in the process and cannot be retrieved by any means.

Psicrown of the Crystal Mind: An elaborate crystalline psicrown etched with strange designs, this exceptional psicrown is so invested with power that it is considered an artifact.

The power points in the *Psicrown of the Crystal Mind* can be used to manifest any of the following powers at manifester level 20th (or at the wearer's manifester level if it is higher than 20th).

- *Burst*
- *Catfall*
- *Concealing amorpha, greater*
- *Concussion blast*
- *Daze, psionic*
- *Detect psionics*
- *Dominate, psionic*
- *Far hand*

- *Float*
- *Mindlink*
- *Inertial barrier*
- *Telekinetic force*
- *Telekinetic maneuver*
- *Telekinetic thrust*
- *Teleport, psionic*
- *Thicken skin*
- *True metabolism*

The wearer of the *Psicrown of the Crystal Mind* also gains power resistance equal to 10 + his manifester level.

The *Psicrown of the Crystal Mind* has 1,000 power points when discovered. Anyone who dons the crown instantly knows the number of power points it has at the current time. The crown recharges itself, gaining back 1 power point per day if it currently has fewer than 1,000 points.

As a special one-time use of the psicrown, the wearer can channel all the remaining charges in the psicrown into an uncontrolled burst of energy. The wearer triggers this use as a standard action. All within 20 feet of the wearer take hit points of damage equal to half the power points left in the staff (Reflex DC 18 half). The wearer inhabits a tiny eye of calm at the center of the destruction and is unharmed, but the psicrown is reduced to a burned-out cinder.

Staff of Ancient Penumbra: This psionically endowed staff is an artifact from ancient days, supposedly forged on legendary Penumbra, the mythical seat of the long-forgotten illithid empire. The stories of its passage through the epochs since its creation to the present day would fill volumes. The *Staff of Ancient Penumbra* is intelligent (AL LE; Int 16, Wis 14, Cha 18, Ego 18) but remains quiescent until used.

The staff measures 5 feet in length and 2 inches in diameter, and is crafted of a nigh-indestructible material called substare. This substance might very well be harder than adamantine, but the secret of its formulation has been lost. Its head is carved to form a stylized illithid's head, with a high, swept-back brow and cavernous sockets where eyes might otherwise be (if gemstone eyes once resided here, they are long lost). The tentacles of the illithid-head meld perfectly with the shaft, itself intricately carved with a multitude of squirming tadpoles, which provide the perfect rough surface for easily grasping the staff. Scrutiny of the tadpoles reveals the four-lobed tails of illithid young.

The staff is selective about whom it allows to use it. A hopeful petitioner who touches it must make a DC 18 Diplomacy check. On a failure, the staff reacts poorly to the proffered mental contact, lashing out with a defensive *energy bolt* that deals 5d6 points of fire damage to that character per round. This effect also automatically sets the character on fire; the victim can attempt DC 20 Fortitude saves each round after the first to extinguish the flames (powers such as *control flames* grant a +4 bonus on the saving throw). The fire continues to burn during every round the save is failed but goes out permanently on a successful save.

Anyone killed by the fire burns completely, leaving only ashes. A prospective new owner who survives a burning can make another Diplomacy check, but the check DC increases by 2 with each successive attempt.

If the *Staff of Ancient Penumbra* takes a shine to a prospective owner, it telepathically reveals its powers. However, the new owner may not enjoy this discovery: The artifact's special purpose is the promulgation of illithid rulership. An owner who refuses to acknowledge illithid superiority and who does not demonstrate reasonable progress toward that goal must succeed on a DC 18 Will saving throw to remain in control when a personality conflict occurs, at the DM's judgment. On a failure, the staff is dominant (see page 288 of the *Dungeon Master's Guide* for guidance; intelligent psionic items follow the same rules as magic ones). If the staff gains mastery, it begins to throw *energy bolts* (5d6 points of fire damage) at the wielder or at the wielder's compatriots within 15 feet. Only assuring the staff that it is being brought to the nearest mind flayer will console it.

In combat, the artifact is a *+5 quarterstaff*. If it scores a critical hit, the staff lashes forth with its *energy bolt* that deals 5d6 points of fire damage. The wielder can also direct the blast against a target within 15 feet as a standard action. Anyone hit by the blast automatically catches fire as described above. However, using the staff against an illithid (if the wielder is not also an illithid) is a sure way to precipitate a personality conflict.

Three times per day, the wielder of the staff can make an additional saving throw against a spell or power, if the first one fails. This is an immediate action that the wielder can use even if it is not his turn.

Up to five times per day, the *Staff of Ancient Penumbra* manifests *body adjustment* on the wielder without the wielder needing to take any action. Strangely enough, the staff can also heal an undead wielder in a similar way, using a liberal dose of negative energy.

The wielder of the staff can always see up to 30 feet through darkness, fog, smoke, or other visibility-reducing conditions. As a standard action, the wielder can use the staff to see up to 6 inches through solid objects, such as metal (including lead), stone, wood, and even flesh, for a duration of 3 rounds.

The wielder of the staff can manifest *true seeing* once per day, if the artifact believes that doing so will fulfill its purpose.

All the powers of the *Staff of Ancient Penumbra* function at manifester level 25th.

To destroy the *Staff of Ancient Penumbra*, it must be thrown into the star at Penumbra's hub.

CREATING PSIONIC ITEMS

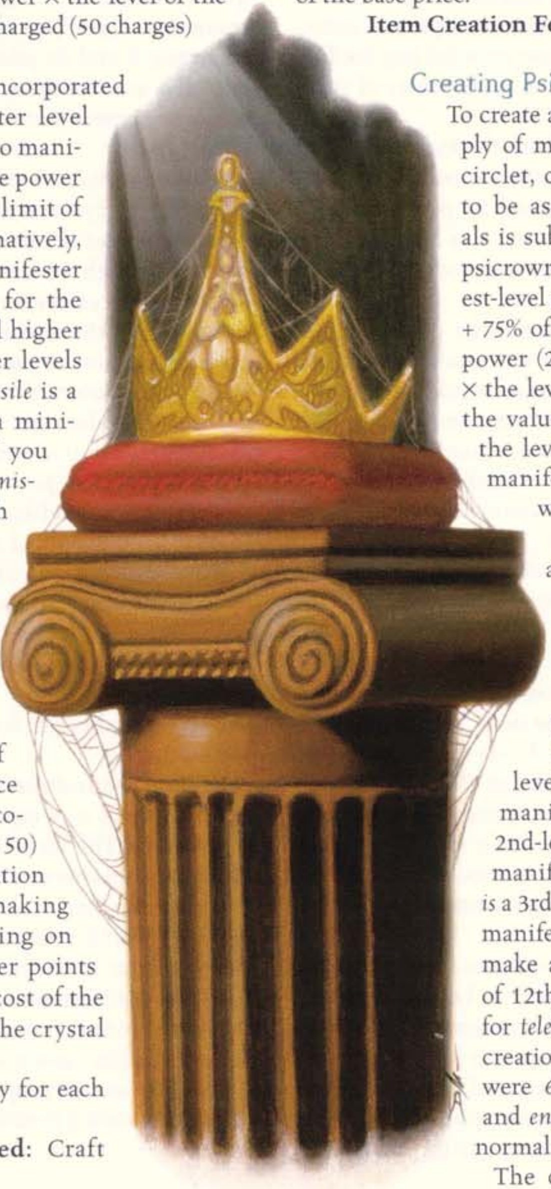
Several of the feats described in Chapter 3 of this book grant psionic characters the ability to create psionic items. They include everything needed to recreate any of the items described here. But what if you want to create a completely new item? Nothing is stopping you—go ahead! However, you'll need to price the new item fairly in comparison to others of approximately equal power.

To calculate the costs involved in creating a psionic item, refer to Creating Magic Items on page 282 of the *Dungeon Master's Guide* and in particular Table 7–33 in that book (page 285). Although that information deals with magic items, the price formulas presented there are identical to those for psionic items.

Creating psionic armor and psionic weapons is almost identical to the requirements for creating magic armor and magic weapons, as described on page 285 of the *Dungeon Master's Guide.*

Creating Dorjes

To create a dorje, a character needs a small supply of materials, the most obvious being a chunk of crystal or the crystal shards of the dorje to be carved from or assembled. The cost of the materials is subsumed in the cost of creating the dorje—375 gp × the level of the power × the level of the manifester. Dorjes are always fully charged (50 charges) when created.



If an augmentable power is incorporated into a dorje at a higher manifester level than the minimum level required to manifest the power, each discharge of the power from the dorje is augmented to the limit of that higher manifester level. Alternatively, if you want to have a higher manifester level in the dorje, you must pay for the dorje as if the power was one level higher for each additional two manifester levels you want. For example, *energy missile* is a 2nd-level kineticist power with a minimum manifester level of 3rd. If you wanted to make a *dorje of energy missile* with a manifester level of 11th (eight higher than the minimum), you would pay for the creation of the dorje as if *energy missile* was a 6th-level power.

The creator must know the power or powers to be imprinted in the dorje (or must have the power available in some other form). If manifesting the power would reduce the manifester's experience point total, she pays the cost (multiplied by 50) upon beginning the dorje in addition to the experience point cost for making the dorje itself. The act of working on the dorje costs a number of power points per day equal to the power point cost of the power that is being embedded in the crystal of the dorje.

Crafting a dorje requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Craft Dorje.

Creating Power Stones

To create a power stone, a character needs a supply of incense and fine etching tools, the cost of which is subsumed in the cost of encoding the power stone—12.5 gp × the level of the power × the level of the manifester. All materials used to imprint a power stone must be fresh and unused. A character must pay the full cost for encoding each power stone no matter how many times she previously has imprinted the same power.

The creator must know the power or powers to be imprinted in the power stone (or must have the power available in some other form). If manifesting the power would reduce the manifester's experience point total, she pays the cost upon beginning the power stone in addition to the experience point cost for making the power stone itself. The act of encoding triggers the power as if it had been manifested, costing the character an appropriate number of power points.

Encoding a power stone requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Imprint Stone.

Creating Psicrowns

To create a psicrown, a character needs a supply of materials, the most obvious being a circlet, crown, or the pieces of the crown to be assembled. The cost of the materials is subsumed in the cost of creating the psicrown—375 gp × the level of the highest-level power × the level of the manifester, + 75% of the value of the next highest-level power (281.25 gp × the level of the power × the level of the manifester), + one-half of the value of any other powers (187.5 gp × the level of the power × the level of the manifester). Psicrowns are always created with full power points.

Alternatively, if you want to have a higher manifester level in the psicrown, you must pay for the psicrown as if the highest-level power is one level higher for each additional two manifester levels you want.

For example, *force screen* is a 1st-level psion power with a minimum manifester level of 1st, *energy stun* is a 2nd-level psion power with a minimum manifester level of 3rd, and *telekinetic force* is a 3rd-level psion power with a minimum manifester level of 5th. If you wanted to make a psicrown with a manifester level of 12th (seven higher than the minimum for *telekinetic force*), you would pay for the creation of the psicrown as if that power were 6th level. However, the *force screen* and *energy stun* would be paid for as their normal power level.

The creator must know the power or powers to be imprinted in the psicrown (or must have the power available in some other form). If any of the powers has an XP cost, the creator must provide XP equal to 50 × that cost. This expense is in addition to the experience point cost for making the psicrown itself. The act of working on a psicrown costs a number of power points per day equal to the cost of manifesting each of the powers associated with the psicrown once per day.

Illus. by D. Martin

Crafting a psicrown requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Craft Psicrown.

Creating Psionic Tattoos

The creator of a psionic tattoo must have a patch of uncovered skin free of hair and fur, and at least a few containers in which to mix dyes. In addition, he needs special materials, usually to create dyes. The costs for materials and dyes are subsumed in the cost for scribing the psionic tattoo—25 gp × the level of the power × the level of the manifester. All ingredients and materials used to scribe a psionic tattoo must be fresh and unused. The character must pay the full cost for scribing each psionic tattoo. (Economies of scale do not apply.)

The user of the psionic tattoo is both the manifester and the target; therefore, powers that target another creature, such as *energy ball,* cannot be stored in psionic tattoo form. Powers with a range of personal can be made into psionic tattoos, but they cost double the price of standard psionic tattoos.

The creator must know the power to be placed in the psionic tattoo (or must have the power available in some other form). If manifesting the power would reduce the manifester's XP total, he pays the XP cost upon beginning the scribing in addition to the experience point cost for making the psionic tattoo itself. The act of scribing triggers the power as if it had been manifested, costing the character an appropriate number of power points.

Scribing a psionic tattoo requires one day.

Item Creation Feat Required: Scribe Tattoo.

Creating Universal Items

To create a universal item, a character usually needs some sort of equipment or tools to work on the item. He also needs a supply of materials, the most obvious being the item itself or the pieces of the item to be assembled. The cost for the materials is subsumed in the cost for creating the item. Universal item costs are difficult to formularize. Refer to Table 7–33 on page 285 of the *Dungeon Master's Guide* and use the item prices in this chapter as a guideline. Creating an item costs half the market value listed.

If powers are involved in the prerequisites for making the item, the creator must know the power to be placed in the item (or must have the power available in some other form). Any experience point cost for a prerequisite power is not incurred by the creator of the item. The act of working on the item requires a payment of power points appropriate to the power or powers associated with the item during each day of the item's creation.

Crafting a universal item requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Craft Universal Item.

SPECIAL MATERIALS

In addition to psionic items with imbedded powers, some substances have innate special properties. Two such materials are presented here as an example, but your campaign might include others of your own design.

Crystal, Deep: Deep crystal is crystal of above-average quality found at the hearts of large veins or deposits of mundane crystal (see below). Deep crystal is renowned for its strength and its psionically resonant nature. Mundane crystal is used for many items of psionic manufacture, such as dorjes, power stones, and psicrystals. Deep crystal is a better grade.

While a weapon made of deep crystal is no different from a mundane crystal weapon for a nonpsionic character, a psionic wielder of a deep crystal weapon can focus psionic power through it, increasing the damage that weapon deals. As a free action that does not provoke attacks of opportunity, the wielder can channel psionic power into a melee weapon or ranged weapon made of deep crystal. For 2 power points, the deep crystal weapon deals an extra 2d6 points of damage. The weapon will stay charged for 1 minute or until it scores its next hit. Bows, crossbows, and slings bestow this power on their ammunition. All missile weapons lose this effect if they miss. However, they may be recovered and charged again.

Any weapon made of deep crystal costs 1,000 gp more than its noncrystal counterpart. Any item could potentially be made out of deep crystal. Because deep crystal armor is considered to be made out of metal, druids cannot wear it.

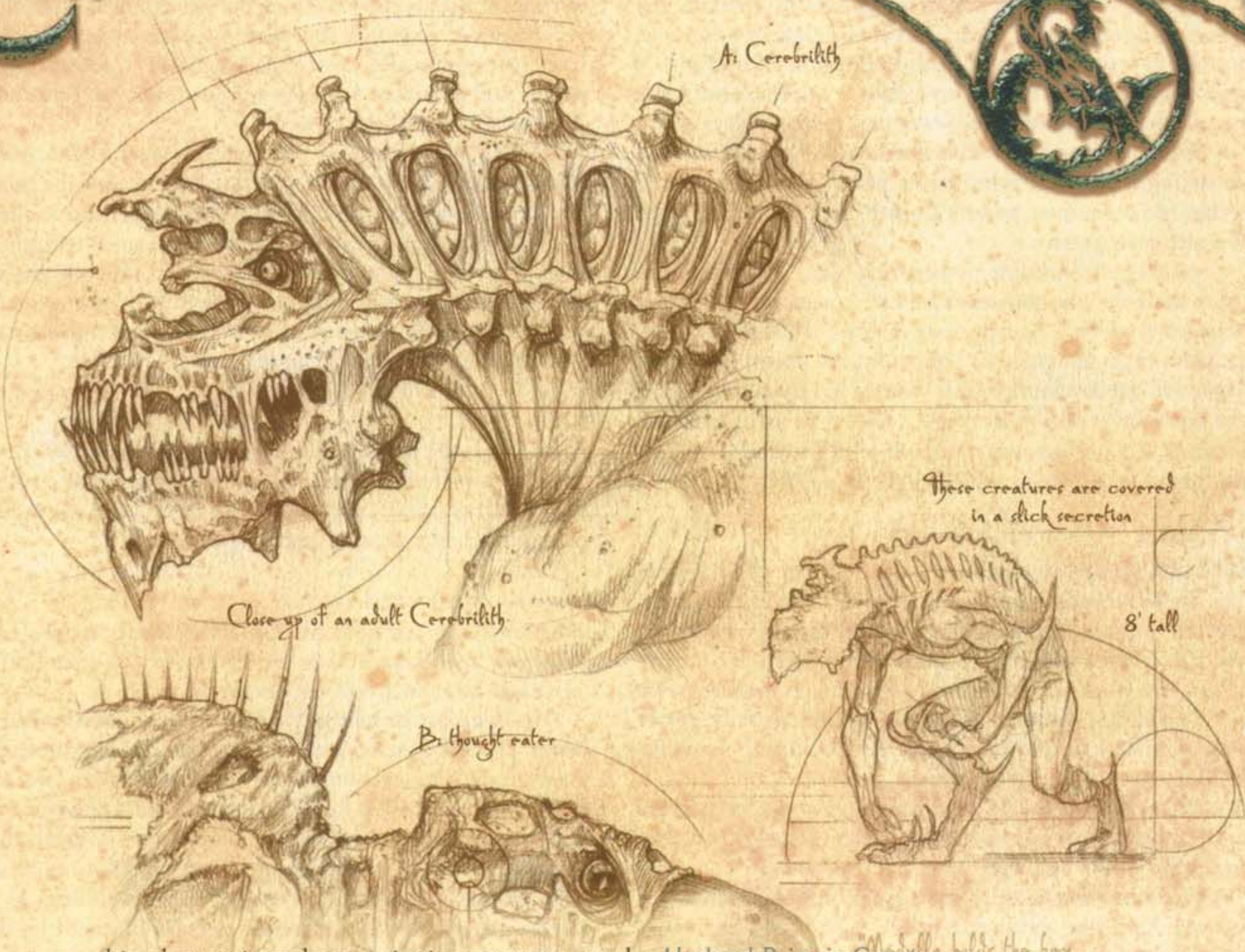
Deep crystal has 30 hit points per inch of thickness and a hardness of 10.

Crystal, Mundane: Mundane crystal can be used in place of metal in weapons or armor, using a special forging process. The fortified crystal possesses the properties of a similar masterwork steel weapon or armor, except for visual appearance.

Weapons and armor made of mundane crystal cost the same amount to make as their masterwork counterparts. Any item could potentially be made with mundane crystal. Because mundane crystal armor is considered to be made out of metal, druids cannot wear it.

Mundane crystal properly forged has 25 hit points per inch of thickness and a hardness of 8.

Detail of psionic monsters


A. Cerebrilith
Close up of an adult Cerebrilith
These creatures are covered in a slick secretion
8' tall
B. thought eater

Illus. by A. Swekel

This chapter introduces psionic monsters, astral constructs, and other creatures commonly found in campaigns featuring psionics.

Detailed explanations of special attacks and special qualities are fully described in the *Monster Manual* glossary. This chapter uses that information to describe new psionic monsters, but also introduces a new creature subtype (psionic) and two new types of special attacks (psionic powers and psi-like abilities).

THE PSIONIC SUBTYPE

The psionic subtype applies to creatures that can use psionic powers or abilities or that have the ability to manifest powers. (In other words, a creature with the psionic subtype either has a power point reserve or has psi-like abilities.) It also applies to creatures from other books (such as the *Monster Manual*) that have spell-like abilities labeled as "psionics."

Characters who have levels in any class that grants the use of psionics, or who have psi-like abilities as racial traits, gain the psionic subtype.

Traits: Other than the fact that all psionic creatures have psionic powers or psi-like abilities, psionic creatures have no specific traits. The psionic subtype simply identifies creatures that may be vulnerable to powers, spells, and effects targeting psionic creatures.

Undead Psionic Creatures

A psionic undead creature, although rare, is a force to be reckoned with.

Because undead are immune to mind-affecting effects (including charms and compulsions), they are particularly threatening to other psionic creatures and characters (especially telepaths). Psionic undead creatures can use mind-affecting powers on the living, even though they themselves are immune to such attacks. However, an undead creature may have the psionic subtype if it meets the criteria described above, and thus be vulnerable to non-mind-affecting powers or effects that specifically affect psionic creatures.

Intelligent constructs and plants with psionic powers or psi-like abilities also share this advantage.

PSIONIC POWERS

Creatures with psionic powers are similar to creatures with racial spellcasting ability, such as dragons or nagas. They have the ability to manifest powers just as a member of a psionic character class can (and can activate psionic items accordingly). Creatures with the ability to use powers are subject to the same rules for manifesting powers that characters are, but they are not actually members of a class and do not gain any class abilities unless otherwise specified.

Creatures with psionic powers generally emulate the manifesting ability of a particular psionic class. For example, a mind flayer manifests as a 9th-level psion. When such a creature takes levels in that same class, it can stack its innate psionic powers and its class power progression together. For example, if a mind flayer adds five levels of the psion class, becoming a 5th-level mind flayer psion, it has the psionic ability (power points, powers known, and manifester level) of a 14th-level psion.

Creatures with psionic powers that take levels in a class other than the one they emulate combine their two power point reserves into a single reserve, but they manifest powers from each psionic class separately. For example, a mind flayer with six levels of psychic warrior has the power points of a mind flayer plus those of a 6th-level psychic warrior, but manifests its psion powers as a 9th-level manifester and its psychic warrior powers as a 6th-level manifester.

PSI-LIKE ABILITIES

Most psionic monsters have some number of psi-like abilities. These are very similar to spell-like abilities. Naturally, they are psionic (and therefore magical as well, unless the DM has decided to segregate magic and psionics in the campaign) and work just like powers or spells. A creature with psi-like abilities does not pay for these abilities with power points and does not pay any XP cost associated with manifesting the power the ability duplicates.

Psi-like abilities do not work in a *null psionics field* and are subject to power resistance if the power or spell the ability duplicates would be subject to power resistance.

A psi-like ability usually has a limit on how often it can be used. A psi-like ability that can be used at will has no use limit. Using a psi-like ability is a standard action unless noted otherwise, and doing so while threatened provokes attacks of opportunity. It is possible to make a Concentration check to use a psi-like ability defensively and avoid provoking attacks of opportunity, just as when using a power or casting a spell. A psi-like ability can be interrupted just as a spell can be. Psi-like abilities cannot be used to counterspell, nor can they be counterspelled.

All creatures with psi-like abilities are assigned a manifester level, which indicates how difficult it is to dispel their psi-like effects and determines all level-dependent variables (such as range or duration) the abilities might have. When a creature uses a psi-like ability, the power is manifested as if the creature had spent a number of power points equal to its manifester level, which may augment the power to improve its damage or save DC. However, the creature does not actually spend power points for its psi-like abilities, even if it has a power point reserve due to racial abilities, class levels, or some other psionic ability. For example, a creature that manifests *mind thrust* as a 5th-level manifester effectively spends 5 power points on the power, and therefore deals 5d10 points of damage and adds 2 to the save DC of the power.

The DC of a saving throw (if applicable) against a creature's psi-like ability is 10 + the level of the power or spell the ability duplicates + the creature's Cha modifier. Remember to check the power's Augment entry to see if the creature's manifester level (and thus the effective power point expenditure) increases the DC of the saving throw. For the creatures in this book, changes to the effect's save DC, damage, and so on are noted in the psi-like ability entry.

Psionic Focus

Some creatures have feats that can be used only when the creature is psionically focused, or that require the creature to expend its psionic focus. Assume that such a creature is psionically focused before entering combat.

Psi-Like Abilities and Feats

Creatures with access to psi-like abilities can use the feats Empower Spell-Like Ability and Quicken Spell-Like Ability (see pages 303 and 304 of the *Monster Manual*).

These feats can be used only on psi-like abilities that do not have increased effects due to augmentation. Furthermore, the creature can empower only a psi-like ability with a level less than or equal to half its manifester level (round down) minus 2, and can quicken only a psi-like ability with a level less than or equal to half its manifester level (round down) minus 4. For example, a creature that uses its psi-like abilities as an 8th-level manifester can empower only psi-like abilities that duplicate powers of 2nd level or lower and cannot quicken any of its psi-like abilities.

Creatures with "Psionics" Entries

Psionic monsters in the *Monster Manual* and other sources often possess spell-like abilities that are identified as "psionics," instead of "spell-like abilities." For all intents and purposes, creatures with spell-like abilities described as psionics are considered to possess psi-like abilities, and they manifest their powers as described above.

Psionic Spells

In some cases, a creature's psi-like abilities (or abilities listed under a creature's psionics entry in the *Monster Manual* or some other book) may include an effect that does not duplicate any power in this book. For example, duergar have the ability to use *invisibility* once per day as a psi-like ability, even though *invisibility* is not described as a psionic power

PSIONIC VERSIONS OF MONSTER MANUAL CREATURES

This chapter presents revised psionic versions of the following creatures from the *Monster Manual:* aboleth, couatl, duergar, githyanki, githzerai, mind flayer, and yuan-ti. These alternate versions are psionic equivalents of their *Monster Manual* counterparts. For example, the version of the couatl in this book is the psionic couatl.

Instead of reprinting each entire monster description here, we've printed only the portions of the monster entry that are specifically changed by the addition of psionics rules. All other elements of the creature remain the same.

in this book. For such abilities, simply use the existing spell description from the *Player's Handbook*. Treat the creature's manifester level as the caster level for the spell. The ability is still psionic in origin, so spells and powers that specifically affect psionic powers can negate or reduce its effects as they would any other psionic power.

READING PSIONIC CREATURE ENTRIES

Many of the creatures in this chapter have psionic powers or psi-like abilities, and a few have both. These abilities are presented as described below.

Creatures with Psi-Like Abilities

Each of a creature's psi-like abilities has a manifester level. Each ability that allows a saving throw also gives a save DC in parentheses following the power name.

Powers that have increased effects due to augmentation include information about the effect. For example, a typical entry for *mind thrust* manifested by a creature that manifests powers as a 5th-level manifester reads "3/day—*mind thrust* (5d10, DC 13*)." The asterisk indicates that the power has already been augmented by the creature's innate ability.

Powers that can't be augmented, or that are manifested at their normal minimum level, do not contain any special notations. Resolve the effect of manifesting the power without augmentation at the creature's given manifester level.

Some creatures may have particular powers that are manifested at a higher or lower level than their normal manifester level. In such cases, the manifester level is given in the parenthetical information following the power name. For example, if a creature normally manifests its psi-like abilities as a 7th-level manifester, but its *mind thrust* is manifested as if it were only a 3rd-level manifester, the notation would be "3/day—*mind thrust* (ML 3rd, 3d10, DC 12*)."

ABOLETH, PSIONIC

Alien and terrifying, psionic aboleths lurk in subterranean lakes and seas, using their mental powers to enthrall those unfortunate enough to blunder into their realm. Aboleths are described in detail in the *Monster Manual*, but aboleths in a psionic campaign can be adjusted from the version appearing in the *Monster Manual* as follows.

Aboleth
Huge Aberration (Aquatic, Psionic)
Special Attacks: Psi-like abilities, slime
Feats: Alertness, Combat Manifestation, Iron Will

COMBAT

A psionic aboleth does not possess spell-like abilities or the enslave ability of the standard aboleth. Instead, it has psi-like abilities, including *psionic dominate*.

Psi-Like Abilities: At will—*disable* (30-ft. cone, 12 HD, DC 20*), *false sensory input* (five targets, DC 16*), *mental disruption* (20-ft. radius, DC 18*), *mindlink* (unwilling, nine targets, DC 14*); 3/day—*ego whip* (ML 7th, 2d4, DC 17*), *id insinuation* (ML 7th, three targets, DC 17*), *psionic dominate* (any target, 24 hours, DC 20*), *thought shield* (power resistance 21, 3 rounds*); 1/day—*psionic modify memory* (DC 17), *remote viewing* (DC 17), *wall of ectoplasm* (DC 17). Manifester level 13th. The save DCs are Charisma-based.

*Includes augmentation for the aboleth's manifester level.

ASTRAL CONSTRUCT

Astral constructs are brought into being by the metacreativity power *astral construct*. They are formed from raw ectoplasm (a portion of the astral medium drawn into the Material Plane). The power points spent by the construct's creator during the manifestation of the power determine the level of the astral construct created. However, even astral constructs of the same level vary somewhat from each other, depending on the whims of their creators.

COMBAT

Astral constructs act as directed by their creators. As a free action, a construct's manifester can direct the construct to attack particular enemies, use specific tactics or powers, perform other actions, or do nothing at all. The construct does exactly what its creator directs it to do.

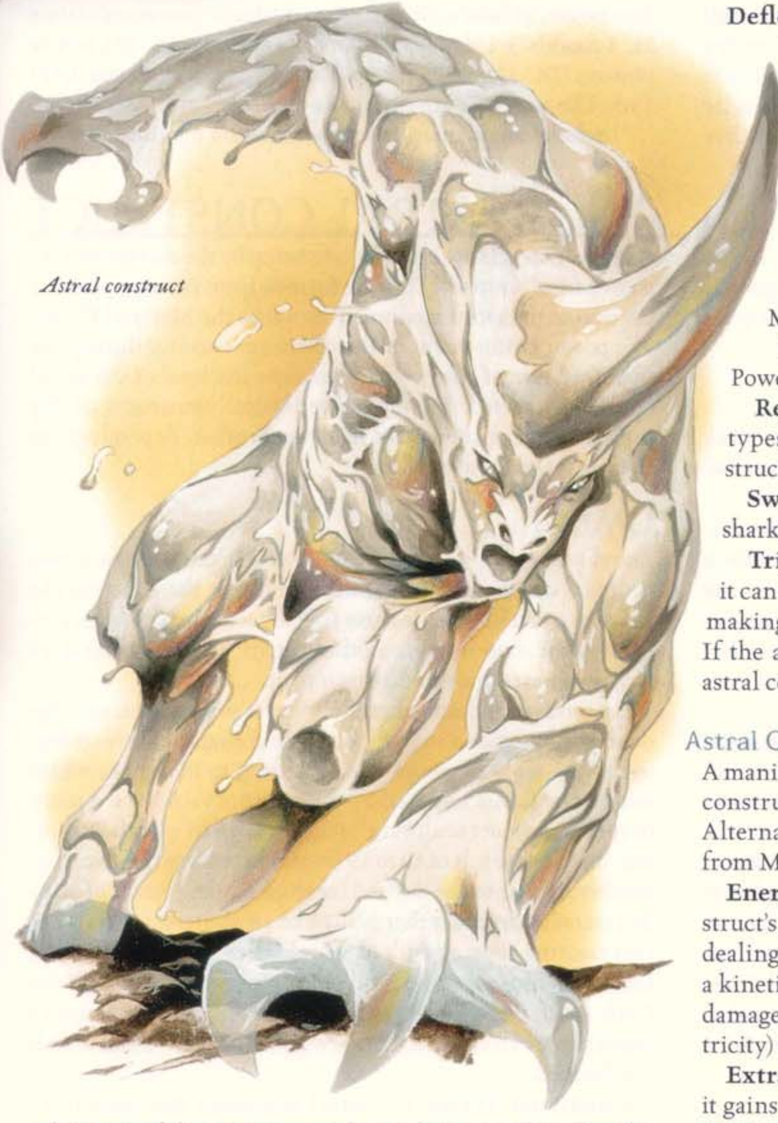
An astral construct generally appears as an animate clump of ectoplasm with a vaguely humanoid shape, but the manifester can mold or sculpt one according to his or her whim within the limits imposed by the creature's size. The quality of such "construct sculpture" is determined by a Craft (sculpting) check. A result of 10 to 19 creates a creature that is recognizably similar to the desired creature shape; a result of 20 to 29 creates a construct that looks like an accurate portrayal of that creature type; a result of 30 or higher creates a construct that looks like a specific individual. No matter how high the Craft (sculpting) check result, though, an astral construct's appearance can't hide the otherworldly material from which it is formed.

Construct Traits: An astral construct has immunity to poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

Special Abilities: Every time an astral construct is created, the manifester can choose to apply one special ability to the construct. When the manifester begins to manifest the *astral construct* power, he chooses one or more special abilities from a menu of abilities appropriate to that level of astral construct.

CREATING AN ASTRAL CONSTRUCT

When manifesting the *astral construct* power, the manifester assembles the desired creature from a menu of choices, as specified in the construct's statistics block. A manifester can always substitute two choices from a lesser menu for one of its given abilities (for example, if your astral construct gets one ability from Menu B, you can instead substitute two abilities from Menu A). Multiple



Astral construct

Illus. by W. Reynolds

selections of the same menu choice do not stack unless the ability specifically notes that stacking is allowed.

Some menu choices grant an astral construct the ability to manifest specific powers as psi-like abilities. Unless using the ability is a free action, an astral construct manifesting such a power does so as a standard action that provokes attacks of opportunity. All such powers have a manifester level equal to the astral construct's Hit Dice or the creator's manifester level, whichever is lower.

An astral construct does not need to meet the prerequisites for a feat granted by a menu choice. For example, an astral construct with the cleave ability does not have to meet the prerequisites for the Cleave feat to use the ability.

Astral Construct Menu A

A manifester creating a 1st-level, 2nd-level, or 3rd-level astral construct can choose one special ability from this menu.

Buff (Ex): The astral construct gains an extra 5 hit points.

Celerity (Ex): The astral construct's land speed is increased by 10 feet.

Cleave (Ex): The astral construct gains the Cleave feat.

Deflection (Ex): The astral construct gains a +1 deflection bonus to Armor Class.

Fly (Ex): The astral construct has physical wings and a fly speed of 20 feet (average).

Improved Bull Rush (Ex): The astral construct gains the Improved Bull Rush feat.

Improved Slam Attack (Ex): The astral construct gains the Improved Natural Attack feat (see page 304 of the *Monster Manual*).

Mobility (Ex): The astral construct gains the Mobility feat.

Power Attack (Ex): The astral construct gains the Power Attack feat.

Resistance (Ex): Choose one of the following energy types: fire, cold, acid, electricity, or sonic. The astral construct gains resistance 5 against that energy type.

Swim (Ex): The astral construct is streamlined and sharklike, and gains a swim speed of 30 feet.

Trip (Ex): If the astral construct hits with a slam attack, it can attempt to trip the opponent as a free action without making a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the astral construct.

Astral Construct Menu B

A manifester creating a 4th-level, 5th-level, or 6th-level astral construct can choose one special ability from this menu. Alternatively, the construct can have two special abilities from Menu A.

Energy Touch (Ex): If you are a kineticist, the astral construct's physical attacks are wreathed in your energy type, dealing an extra 1d6 points of energy damage. If you are not a kineticist, the astral construct deals an extra 1d4 points of damage of an energy type you choose (fire, cold, acid, or electricity) when you manifest the construct.

Extra Attack: If the astral construct is Medium or smaller, it gains two slam attacks instead of one when it makes a full attack. Its bonus on damage rolls for each attack is equal to its Strength modifier, not its Strength modifier × 1-1/2.

If the astral construct is Large or larger, it gains three slams instead of two when it makes a full attack. Its attacks are otherwise unchanged.

Fast Healing (Ex): The astral construct heals 2 hit points each round. It is still immediately destroyed when it reaches 0 hit points.

Heavy Deflection (Ex): The astral construct gains a +4 deflection bonus to Armor Class.

Improved Buff (Ex): The astral construct gains an extra 15 hit points.

Improved Critical (Ex): The astral construct gains the Improved Critical feat with its slam attacks.

Improved Damage Reduction (Ex): The astral construct's surface forms a hard carapace and provides an additional 3 points of damage reduction (or damage reduction 3/magic if it does not already have damage reduction).

Improved Fly (Ex): The astral construct has physical wings and a fly speed of 40 feet (average).

Improved Grab (Ex): To use this ability, the construct must hit with its slam attack. A construct can use this ability only on a target that is at least one size smaller than itself.

Improved Swim: The astral construct is streamlined and sharklike, and gains a swim speed of 60 feet.

Muscle (Ex): The astral construct gains a +4 bonus to its Strength score.

Poison Touch (Ex): If the astral construct hits with a melee attack, the target must make an initial Fortitude save (DC 10 + 1/2 astral construct's HD + astral construct's Cha modifier) or take 1 point of Constitution damage. One minute later, the target must save again or take 1d2 points of Constitution damage.

Pounce (Ex): If the astral construct charges a foe, it can make a full attack.

Smite (Su): Once per day the astral construct can make one attack that deals extra damage equal to its Hit Dice.

Trample (Ex): As a standard action during its turn each round, a Large or larger astral construct can literally run over an opponent at least one size smaller than itself. It merely has to move over the opponent to deal bludgeoning damage equal to 1d8 + its Str modifier. The target can attempt a Reflex save (DC 10 + 1/2 astral construct's Hit Dice + astral construct's Str modifier) to negate the damage, or it can instead choose to make an attack of opportunity at a –4 penalty (see Trample, page 316 of the *Monster Manual*).

Astral Construct Menu C

A manifester creating a 7th-level, 8th-level, or 9th-level astral construct can choose one special ability from this menu. Alternatively, the astral construct can have two special abilities from Menu B. (One or both of the Menu B choices can be swapped for two choices from Menu A.)

Blindsight (Ex): The astral construct has blindsight out to 60 feet.

Concussion (Sp): The astral construct can manifest *concussion blast* (manifester level 7th) as a free action once per round.

Constrict (Ex): The astral construct has the improved grab ability with its slam attack. In addition, on a successful grapple check, the astral construct deals damage equal to its slam damage.

Dimension Slide (Sp): The astral construct can manifest *dimension slide* (manifester level equal to Hit Dice) as a move action once per round.

Energy Bolt (Sp): The astral construct can manifest *energy bolt* (manifester level 8th) as a standard action once per round. The creator sets the energy type that the astral construct can manifest when he creates it.

Extra Buff (Ex): The astral construct gains an extra 30 hit points.

Extreme Damage Reduction (Ex): The astral construct's surface forms hard, armorlike plates and provides an additional 6 points of damage reduction.

Extreme Deflection (Ex): The astral construct gains a +8 deflection bonus to Armor Class.

Natural Invisibility (Su): The astral construct is constantly invisible, even when attacking. This ability is inherent and not subject to the *invisibility purge* spell.

Power Resistance (Ex): The astral construct gains power resistance equal to 10 + its Hit Dice.

Rend (Ex): The astral construct makes claw attacks instead of slam attacks (it deals the same amount of damage as it would with its slam damage, but does slashing damage instead of bludgeoning damage). An astral construct that hits the same opponent with two claw attacks in the same round rends its foe, which deals extra damage equal to 2d6 + 1-1/2 times its Str modifier.

Spring Attack (Ex): The astral construct gains the Spring Attack feat.

Whirlwind Attack (Ex): The astral construct gains the Whirlwind Attack feat.

1ST-LEVEL ASTRAL CONSTRUCT

Small Construct
Hit Dice: 1d10+10 (15 hp)
Initiative: +2
Speed: 30 ft. (6 squares)
Armor Class: 18 (+2 Dex, +5 natural, +1 size), touch 13, flat-footed 16
Base Attack/Grapple: +2/–1
Attack: Slam +3 melee (1d4+3)
Full Attack: Slam +3 melee (1d4+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: One ability from Menu A, construct traits, darkvision 60 ft., low-light vision
Saves: Fort +0, Ref +2, Will +0
Abilities: Str 15, Dex 15, Con —, Int —, Wis 11, Cha 10
Skills: —
Feats: —
Environment: Any
Organization: Solitary
Challenge Rating: 1/2
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

2ND-LEVEL ASTRAL CONSTRUCT

Medium Construct
Hit Dice: 2d10+20 (31 hp)
Initiative: +2
Speed: 40 ft. (8 squares)
Armor Class: 18 (+2 Dex, +6 natural), touch 12, flat-footed 16
Base Attack/Grapple: +3/+4
Attack: Slam +4 melee (1d6+4)
Full Attack: Slam +4 melee (1d6+4)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: One ability from Menu A, construct traits, darkvision 60 ft., low-light vision
Saves: Fort +0, Ref +2, Will +0
Abilities: Str 17, Dex 15, Con —, Int —, Wis 11, Cha 10
Skills: —
Feats: —
Environment: Any
Organization: Solitary
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

3RD-LEVEL ASTRAL CONSTRUCT

Medium Construct
Hit Dice: 3d10+20 (36 hp)
Initiative: +2
Speed: 40 ft. (8 squares)
Armor Class: 20 (+2 Dex, +8 natural), touch 12, flat-footed 18
Base Attack/Grapple: +4/+7
Attack: Slam +7 melee (1d6+7)
Full Attack: Slam +7 melee (1d6+7)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: One ability from Menu A, construct traits, darkvision 60 ft., low-light vision
Saves: Fort +1, Ref +3, Will +1
Abilities: Str 21, Dex 15, Con —, Int —, Wis 11, Cha 10
Skills: —
Feats: —
Environment: Any
Organization: Solitary
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

4TH-LEVEL ASTRAL CONSTRUCT

Medium Construct
Hit Dice: 5d10+20 (47 hp)
Initiative: +2
Speed: 40 ft. (8 squares)
Armor Class: 22 (+2 Dex, +10 natural), touch 12, flat-footed 20
Base Attack/Grapple: +5/+10
Attack: Slam +10 melee (1d6+10)
Full Attack: Slam +10 melee (1d6+10)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: One ability from Menu B, construct traits, darkvision 60 ft., low-light vision
Saves: Fort +1, Ref +3, Will +1
Abilities: Str 25, Dex 15, Con —, Int —, Wis 11, Cha 10
Skills: —
Feats: —
Environment: Any
Organization: Solitary
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

5TH-LEVEL ASTRAL CONSTRUCT

Large Construct
Hit Dice: 7d10+30 (68 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 23 (+1 Dex, +13 natural, –1 size), touch 10, flat-footed 22
Base Attack/Grapple: +7/+18
Attack: Slam +13 melee (1d8+9)
Full Attack: 2 slams +13 melee (1d8+9)
Space/Reach: 10 ft./10 ft.
Special Attacks: —
Special Qualities: One ability from Menu B, construct traits, damage reduction 5/magic, darkvision 60 ft., low-light vision
Saves: Fort +2, Ref +3, Will +2
Abilities: Str 29, Dex 13, Con —, Int —, Wis 11, Cha 10
Skills: —
Feats: —
Environment: Any
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

6TH-LEVEL ASTRAL CONSTRUCT

Large Construct
Hit Dice: 10d10+30 (85 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 25 (+1 Dex, +15 natural, –1 size), touch 10, flat-footed 24
Base Attack/Grapple: +9/+22
Attack: Slam +17 melee (1d8+11)
Full Attack: 2 slams +17 melee (1d8+11)
Space/Reach: 10 ft./10 ft.
Special Attacks: —
Special Qualities: One ability from Menu B, construct traits, damage reduction 10/magic, darkvision 60 ft., low-light vision
Saves: Fort +3, Ref +4, Will +3
Abilities: Str 33, Dex 13, Con —, Int —, Wis 11, Cha 10
Skills: —
Feats: —
Environment: Any
Organization: Solitary
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

7TH-LEVEL ASTRAL CONSTRUCT

Large Construct
Hit Dice: 13d10+30 (101 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 27 (+1 Dex, +17 natural, –1 size), touch 10, flat-footed 26
Base Attack/Grapple: +11/+25
Attack: Slam +20 melee (1d8+12)
Full Attack: 2 slams +20 melee (1d8+12)
Space/Reach: 10 ft./10 ft.
Special Attacks: —

Special Qualities: One ability from Menu C, construct traits, damage reduction 10/magic, darkvision 60 ft., low-light vision
Saves: Fort +4, Ref +5, Will +4
Abilities: Str 35, Dex 13, Con —, Int —, Wis 11, Cha 10
Skills: —
Feats: —
Environment: Any
Organization: Solitary
Challenge Rating: 8
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

8TH-LEVEL ASTRAL CONSTRUCT

Large Construct
Hit Dice: 16d10+30 (118 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 29 (+1 Dex, +19 natural, –1 size), touch 10, flat-footed 28
Base Attack/Grapple: +14/+30
Attack: Slam +25 melee (1d8+14)
Full Attack: 2 slams +25 melee (1d8+14)
Space/Reach: 10 ft./10 ft.
Special Attacks: —
Special Qualities: One ability from Menu C, construct traits, damage reduction 15/magic, darkvision 60 ft., low-light vision
Saves: Fort +5, Ref +6, Will +5
Abilities: Str 39, Dex 13, Con —, Int —, Wis 11, Cha 10
Skills: —
Feats: —
Environment: Any
Organization: Solitary
Challenge Rating: 9
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

9TH-LEVEL ASTRAL CONSTRUCT

Huge Construct
Hit Dice: 19d10+40 (144 hp)
Initiative: +0
Speed: 50 ft. (10 squares)
Armor Class: 33 (+25 natural, –2 size), touch 8, flat-footed 33
Base Attack/Grapple: +16/+38
Attack: Slam +28 melee (2d6+16)
Full Attack: 2 slams +28 melee (2d6+16)
Space/Reach: 15 ft./15 ft.
Special Attacks: —
Special Qualities: Two abilities from Menu C, construct traits, damage reduction 15/magic, darkvision 60 ft., low-light vision
Saves: Fort +6, Ref +6, Will +6
Abilities: Str 43, Dex 11, Con —, Int —, Wis 11, Cha 10
Skills: —
Feats: —
Environment: Any
Organization: Solitary
Challenge Rating: 10
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

BLUE

Blue, 1st-Level Psion (Telepath)
Small Humanoid (Goblinoid, Psionic)
Hit Dice: 1d4+1 (3 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 15 (+1 size, +4 *inertial armor*), touch 11, flat-footed 15
Base Attack/Grapple: +0/–6
Attack: Quarterstaff –2 melee (1d4–2) or light crossbow +0 ranged (1d6/19–20)
Full Attack: Quarterstaff –2 melee (1d4–2) or light crossbow +0 ranged (1d6/19–20)
Space/Reach: 5 ft./5 ft.
Special Attacks: Psionic powers
Special Qualities: Darkvision 60 ft.
Saves: Fort +1, Ref +0, Will +2
Abilities: Str 6, Dex 11, Con 12, Int 15, Wis 10, Cha 7
Skills: Concentration +5, Hide +6, Move Silently +4, Psicraft +6, Ride +4, Spot +2
Feats: Psionic Body, Wild Talent^{B}
Environment: Temperate plains
Organization: Solitary, gang (1 plus 4–9 goblin warriors), band (2d10 plus 10–100 goblin warriors plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th–6th level), warband (2d4 plus 10–24 goblin warriors with worg mounts), or tribe (4d10 plus 40–400 goblin warriors plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, 10–24 worgs, and 2–4 dire wolves)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually neutral evil
Advancement: By character class (usually psion)
Level Adjustment: +0

This little humanoid has a bluish tint to a flat face characterized by a broad nose, pointed ears, and a high forehead. It has a wide mouth with small, sharp fangs, and its eyes gleam with intelligence. It wears robes of black leather.

Blues are a subrace of goblins with an innate knack for psionics. Their bluish skin sets them apart from other goblins immediately—which often makes them a target not just of goblin enemies but also of other goblins. Enlightened goblin communities attempt to preserve their blues, since those that survive to adulthood augment the tribe.

A blue is often smaller than an average goblin, standing just about 3 feet tall and weighing about 40 pounds. Blues have noticeably blue-tinged skin, and their eyes are less dull than those of a common goblin. Otherwise, they resemble their kin. They generally dress in short leather robes, dyed black.

Blues speak Goblin and Common.

Most blues encountered outside their homes are psions; the information in the statistics block is for a psion of 1st level.

COMBAT

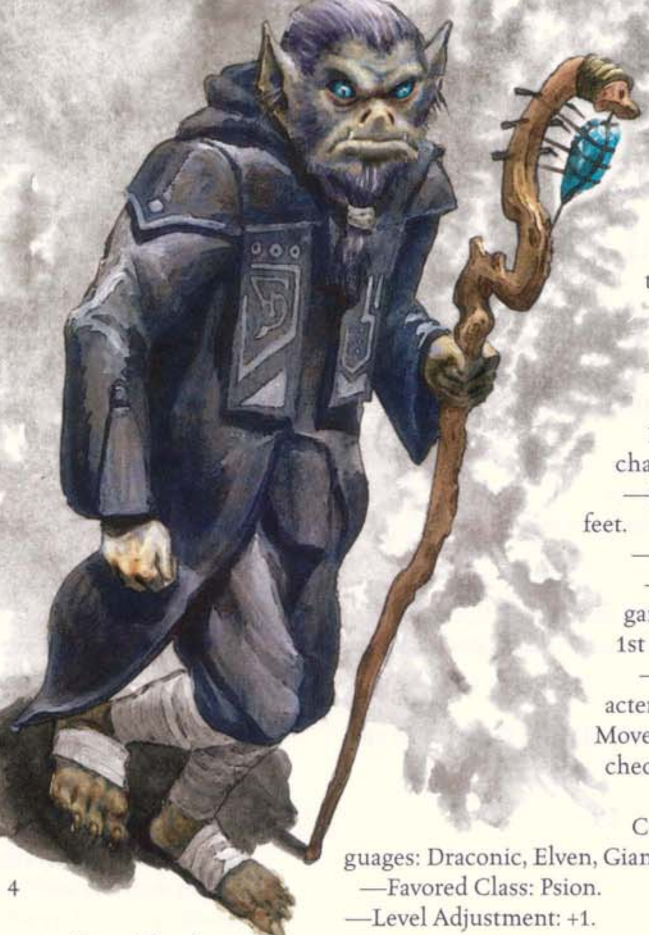
Blues support goblin warriors in combat and are often called upon to lead a gang of goblins (from the rear) into battle.

Psionic Powers: The blue described here is a 1st-level psion.

Typical Psion Powers Known (power points 3*; save DC 12 + power level): 1st—*inertial armor, mind thrust* (DC 13), *psionic charm* (DC 13). Manifester level 1st. The save DCs are Intelligence-based.

*The blue shown here has already manifested *inertial armor;* its reserve is normally 4 power points.

Skills: Blues have a +4 racial bonus on Move Silently checks and Ride checks.



Blue

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The blue psion presented here had the following ability scores before racial adjustments: Str 8, Dex 11, Con 12, Int 13, Wis 10, Cha 9.

BLUE SOCIETY

Blues are often poorly integrated into their goblin tribes. Common goblins rail against them (but not in their presence), and leaders don't trust them. It is not uncommon for blues to be killed by their own kin out of fear. As a result, blues are often extremely paranoid—those that survive do so because they have become cruel, cunning, and dangerous. Blues usually live apart in caves of their own, but since they depend on the tribe for protection, they do not often stray too far.

In a tribe containing more than one blue, a "Blue Council" may secretly gain control and thereafter manipulate the titular leader from behind the scenes. Such tribes are far more dangerous than those that slay their blues early on.

BLUES AS CHARACTERS

Blues tend to be psions, although blues raised in communities where their kind are rare may choose the path of the wilder.

Blue characters possess the following racial traits.

— −2 Strength, +2 Intelligence, −2 Charisma.

—Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, −4 penalty on grapple checks, lifting and carrying limits 3/4 of those of Medium characters.

—Blue base land speed is 30 feet.

—Darkvision out to 60 feet.

—Naturally Psionic: Blues gain 1 bonus power point at 1st level.

— Racial Skills: A blue character has a +4 racial bonus on Move Silently checks and Ride checks.

—Automatic Languages: Common, Goblin. Bonus Languages: Draconic, Elven, Giant, Gnoll, Orc.

—Favored Class: Psion.

—Level Adjustment: +1.

BRAIN MOLE

Tiny Magical Beast (Psionic)
Hit Dice: 1d10–2 (3 hp)
Initiative: +2
Speed: 15 ft. (3 squares), burrow 15 ft.
Armor Class: 14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple: +1/–11
Attack: Bite +5 melee (1d3–4)
Full Attack: Bite +5 melee (1d3–4)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: Cascade flu, psi-like abilities
Special Qualities: Low-light vision, power conversion, scent
Saves: Fort +0, Ref +4, Will +2
Abilities: Str 2, Dex 14, Con 7, Int 2, Wis 14, Cha 11
Skills: Hide +15, Move Silently +7, Listen +6, Spot +2
Feats: Alertness, Weapon Finesse^{B}
Environment: Temperate forest
Organization: Nest (3–8)
Challenge Rating: 1/2

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

A small, brown-furred creature with a fleshy, star-shaped snout lies half buried in the earth.

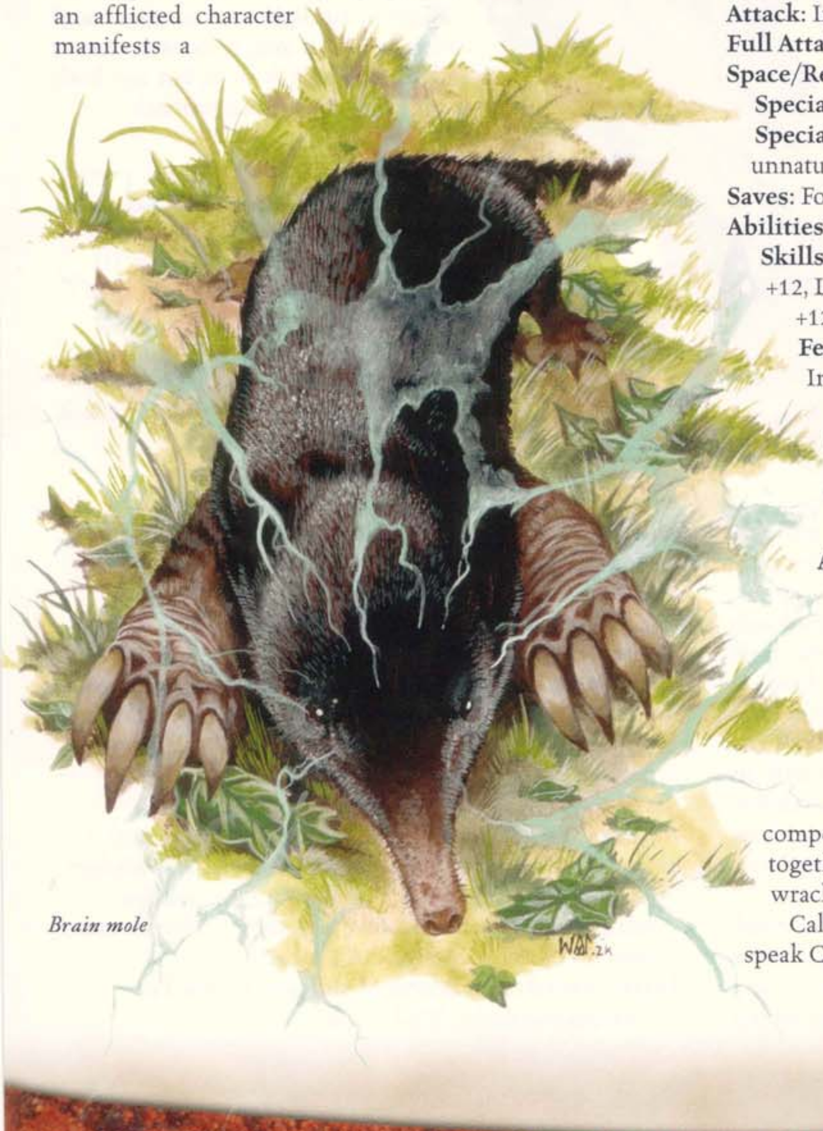
Brain moles are burrowing animals that use psionic powers to overcome large psionic prey. Small, furry, and nearly blind, brain moles are almost indistinguishable from their common animal cousins.

Brain moles eat small insects when they can't get psionic energy.

COMBAT

Brain moles hunger for psionic energy. They hide in loose dirt and detritus on forest floors, watching for the approach of psionic creatures with their *detect psionics* power. When a suitable target comes in range, the brain moles then attack with their *power leech* ability. The moles remain hidden as long as possible. If threatened, they use *aversion* and *mind thrust* to discourage attackers, using their bite only as a last resort.

Cascade Flu (Ex): Disease—bite; Fortitude DC 9, incubation period one day, damage psionic cascade (every time an afflicted character manifests a power, she must make a DC 16 Concentration check; on a failed check, a psionic cascade is triggered [see Psionic Maladies, page 67]). The save DC is Constitution-based.



Brain mole

Psi-Like Abilities: At will—*detect psionics, power leech* (ML 5th, DC 14); 3/day—*aversion* (DC 12), *mind thrust* (DC 11). Manifester level 1st. The save DCs are Charisma-based.

Hide Mind (Su): A brain mole cannot be identified as psionic by divination spells or clairsentience powers.

Power Conversion (Su): When a brain mole drains a power point by means of its *power leech* power, it immediately heals 1 hit point. If it is already at full normal hit points, it instead gains psionic sustenance sufficient to supply its need for nourishment for 24 hours.

Skills: Brain moles have a +4 racial bonus on Hide and Move Silently checks and a –2 racial penalty on Spot checks.

CALLER IN DARKNESS

Large Undead (Incorporeal, Psionic)

Hit Dice: 11d12 (71 hp)

Initiative: +7

Speed: 30 ft. (6 squares), fly 60 ft. (good)

Armor Class: 14 (–1 size, +3 Dex, +2 deflection), touch 14, flat-footed 11

Base Attack/Grapple: +5/—

Attack: Incorporeal touch +7 melee (2d6)

Full Attack: 4 incorporeal touches +7 melee (2d6)

Space/Reach: 10 ft./10 ft.

Special Attacks: Psi-like abilities, steal essence

Special Qualities: Incorporeal traits, undead traits, unnatural aura, vulnerability to sunlight

Saves: Fort +3, Ref +6, Will +9

Abilities: Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15

Skills: Hide +9, Intimidate +12, Knowledge (psionics) +12, Listen +14, Psicraft +12, Search +12, Sense Motive +12, Spot +14

Feats: Blind-Fight, Combat Reflexes, Improved Initiative, Weapon Finesse

Environment: Underground

Organization: Solitary

Challenge Rating: 9

Treasure: None

Alignment: Always chaotic evil

Advancement: 12–22 HD (Large); 23–33 HD (Huge)

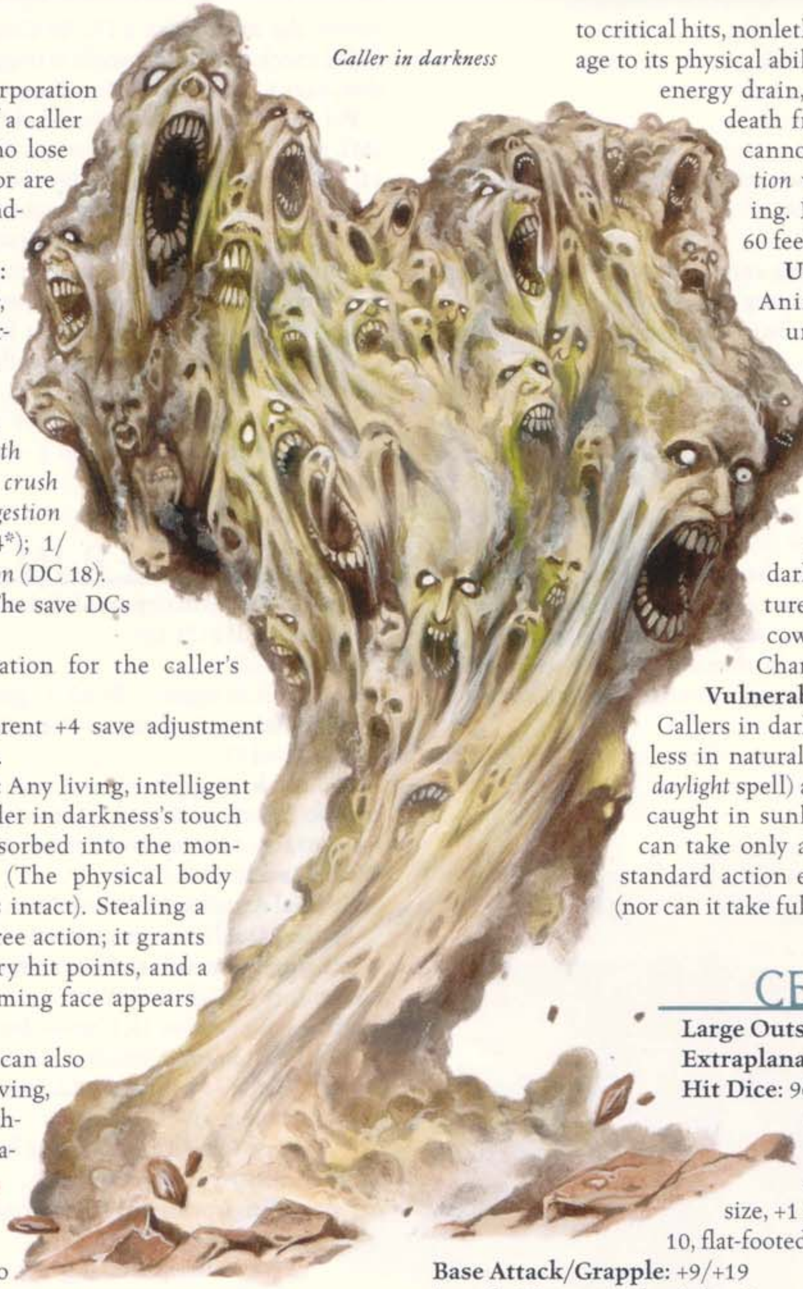
Level Adjustment: —

This entity appears as a roiling bank or cloud of pale mist, with dozens of silently screaming humanoid faces discernible in the milky vapor.

A caller in darkness is an incorporeal creature composed of the minds of dozens of victims who died together in terror. It seeks to draw others into its fear-wracked, hellish existence.

Callers in darkness rarely speak, but when they do, they speak Common.

Illus. by W. Reynolds



Caller in darkness

Illus. by W. Reynolds

COMBAT

All creatures fear incorporation into the undead fog of a caller in darkness. Those who lose their lives to the horror are doomed to share its endless misery.

Psi-Like Abilities: At will—*clairvoyant sense, concussion blast* (two targets, 3d6*), *detect psionics, ego whip* (2d4, DC 16*), *mind thrust* (7d10, DC 16*); 3/day—*death urge* (DC 16), *psychic crush* (DC 13**), *psionic suggestion* (three targets, DC 14*); 1/day—*co-opt concentration* (DC 18). Manifester level 7th. The save DCs are Charisma-based.

*Includes augmentation for the caller's manifester level.

**Includes the inherent +4 save adjustment described in the power.

Steal Essence (Su): Any living, intelligent creature slain by a caller in darkness's touch attack is mentally absorbed into the monster's consciousness. (The physical body of the victim remains intact). Stealing a victim's essence is a free action; it grants the caller 12 temporary hit points, and a permanent new screaming face appears within its cloud.

A caller in darkness can also steal the essence of living, intelligent creatures within 30 feet that are paralyzed or sleeping, or that are helpless due to having a mental ability score reduced to 0 (often by the caller's *ego whip* attack). Doing so is a standard action that provokes attacks of opportunity. The victim dies, and the caller gains 12 temporary hit points.

Incorporeal Traits: A caller in darkness is harmed only by other incorporeal creatures, magic weapons, spells, spell-like abilities, and supernatural abilities. It has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. It can pass through solid objects, but not force effects, at will. Its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. The creature always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

Undead Traits: A caller in darkness is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be raised, and *resurrection* works only if it is willing. It has darkvision out to 60 feet.

Unnatural Aura (Su): Animals can sense the unnatural presence of a caller in darkness. Any animal within 30 feet must make a DC 17 Will save or become panicked until it is no longer within 30 feet of the caller in darkness. A panicked creature that is cornered begins cowering. The save DC is Charisma-based.

Vulnerability to Sunlight (Ex): Callers in darkness are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A caller caught in sunlight cannot attack and can take only a single move action or standard action each turn, but not both (nor can it take full-round actions).

CEREBRILITH

Large Outsider (Chaotic, Evil, Extraplanar, Psionic, Tanar'ri)

Hit Dice: 9d8+63 (103 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 25 (–1 size, +1 Dex, +15 natural), touch 10, flat-footed 24

Base Attack/Grapple: +9/+19

Attack: Bite +14 melee (1d8+6)

Full Attack: Bite +14 melee (1d8+6) and 2 claws +9 melee (1d6+3)

Space/Reach: 10 ft./10 ft.

Special Attacks: Psi-like abilities, spell-like abilities, *summon tanar'ri*

Special Qualities: Damage reduction 10/good, darkvision 60 ft., immunity to electricity and poison, outsider traits, psionic traits, resistance to acid 10, cold 10, and fire 10, power resistance 20, telepathy 100 ft.

Saves: Fort +13, Ref +7, Will +10

Abilities: Str 22, Dex 13, Con 25, Int 15, Wis 18, Cha 21

Skills: Concentration +17, Hide +7, Jump +16, Knowledge (arcana) +12, Knowledge (psionics) +12, Knowledge (planes) +12, Listen +22, Move Silently +11, Psicraft +12, Search +12, Sense Motive +14, Spot +22

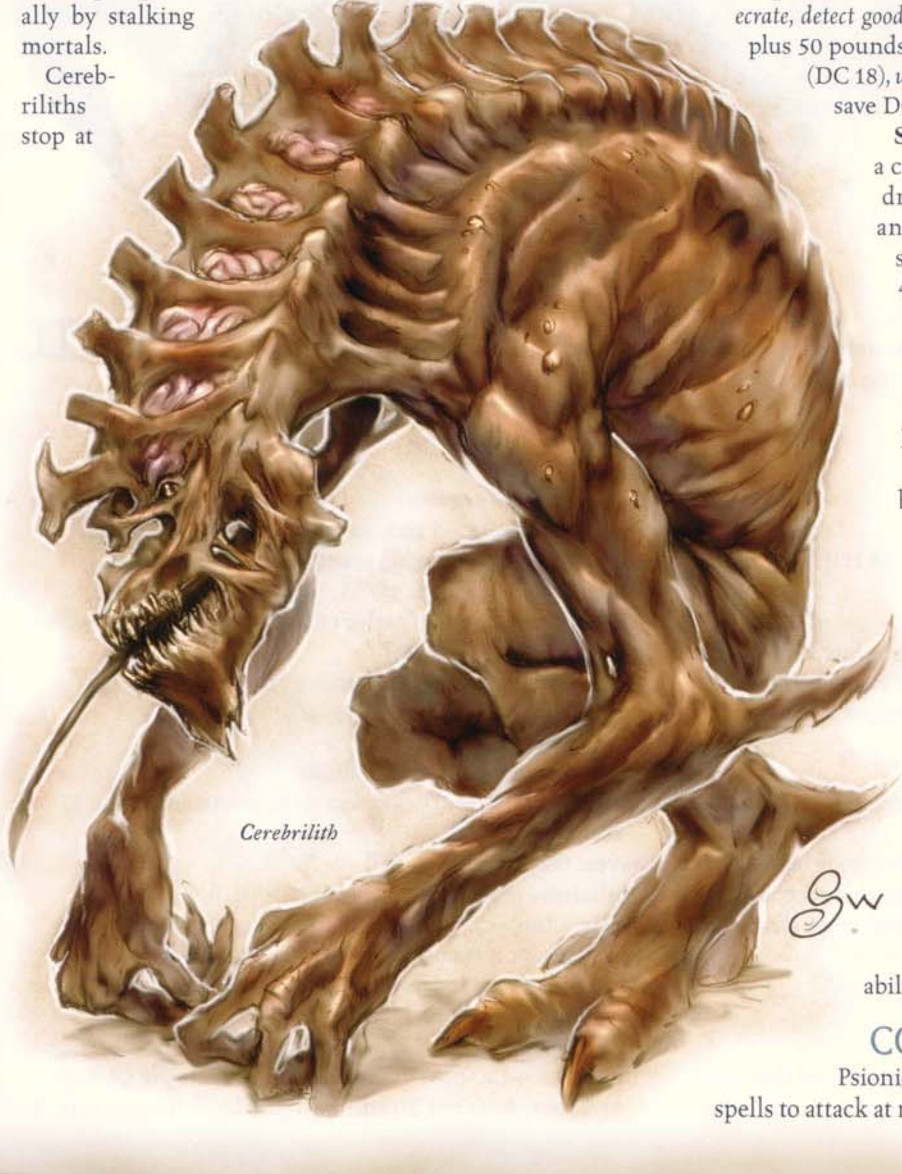
Feats: Power Attack, Psionic Meditation, Psionic Fist, Unavoidable Strike, Wild Talent^{B}

Environment: Infinite Layers of the Abyss
Organization: Solitary or gang (2–4)
Challenge Rating: 10
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 10–18 HD (Large); 19–27 HD (Huge)
Level Adjustment: +9

This monstrosity appears to be a massive humanoid about 8 feet tall, with an unbelievably swollen brain. Its bulging, elongated skull is swept back, fusing seamlessly with its hunched back. Its fanged maw protrudes from beneath a bony brow. The rest of the body is spindly but slick, as if coated with constantly leaking fluid. The demon walks on all fours but fights standing up.

Cerebriliths are demons whose already fearsome powers are augmented by psionics. They are specialists that join demonic armies only in response to specific requirements (such as the need to defeat mortal psionic creatures and characters). When not so occupied, they continually develop and train their already impressive mental abilities (alone or in small groups), usually by stalking mortals.

Cerebriliths stop at nothing to slay intelligent foes. They delight in extracting the brains of their victims, examining them in hopes of prying loose new insights into the mental arts.



Cerebrilith

COMBAT

Cerebriliths favor telepathic attacks, usually beginning a battle by launching a furious barrage of *ego whip* and *id insinuation* attacks. In melee, cerebriliths often use their Concentration skill to gain psionic focus, so that they can use Psionic Fist or Unavoidable Strike (the latter in conjunction with Power Attack).

A cerebrilith's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Psi-Like Abilities: At will—*brain lock* (any nonmindless, DC 17*), *detect psionics, ego whip* (2d4, DC 19*), *id insinuation* (four targets, DC 20*), *mind trap* (5 rounds*); 3/day—*psionic dominate* (24 hours, DC 20*), *ectoplasmic form, mind probe* (DC 20); 1/day—*mind thrust* (9d10, DC 20*). Manifester level 9th. The save DCs are Charisma-based.

*Includes augmentation for the cerebrilith's manifester level.

Spell-Like Abilities: At will—*deeper darkness, desecrate, detect good, dispel good* (DC 20), *greater teleport* (self plus 50 pounds of objects only), *magic circle against good* (DC 18), *unholy blight* (DC 19). Caster level 9th. The save DCs are Charisma-based.

Summon Tanar'ri (Sp): Once per day a cerebrilith can attempt to summon 4d6 dretches (see the *Monster Manual*) or another cerebrilith with a 35% chance of success. This ability is equivalent to a 4th-level spell.

Outsider Traits: A cerebrilith cannot be *raised, reincarnated* or *resurrected* (though a *limited wish, wish, miracle,* or *true resurrection* spell can restore life). It has darkvision out to 60 feet.

Skills: Cerebriliths have a +8 racial bonus on Listen and Spot checks.

Illus. by S. Wood

COUATL, PSIONIC

Gifted with arcane spells, divine spells, and psionic abilities, a psionic couatl is a mighty champion of good. The couatl is described in the *Monster Manual*, but a couatl in a psionic campaign can be adjusted from the *Monster Manual* version as follows.

Couatl
Large Outsider (Native, Psionic)
Special Attacks: Constrict 2d8+6, improved grab, poison, psi-like abilities, spells

COMBAT

Psionic couatls use their psi-like abilities and spells to attack at range before closing to melee.

The psionic couatl does not possess the psionic spell-like abilities of the standard couatl. Instead, it has psi-like abilities.

Psi-Like Abilities: At will—*aura sight, cloud mind* (DC 15), *detect psionics, read thoughts* (DC 15); 3/day—*mental barrier* (2 rounds*), *metamorphosis, psionic plane shift, thought shield* (power resistance 19*). Manifester level 9th. The save DCs are Charisma-based.

*Includes augmentation for the psionic couatl's manifester level.

CRYSMAL

Small Elemental (Earth, Psionic)
Hit Dice: 6d8+6 (33 hp)
Initiative: +2
Speed: 30 ft. (6 squares), burrow 20 ft.
Armor Class: 21 (+1 size, +2 Dex, +8 natural), touch 13, flat-footed 19
Base Attack/Grapple: +4/+2
Attack: Sting +7 melee (1d3+3)
Full Attack: Sting +7 melee (1d3+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Psi-like abilities
Special Qualities: Damage reduction 5/bludgeoning, elemental traits, immunity to fire and cold, resistance to electricity 15
Saves: Fort +8, Ref +6, Will +2
Abilities: Str 15, Dex 14, Con 12, Int 6, Wis 10, Cha 14
Skills: Appraise +9, Climb +5, Jump +5, Listen +2, Spot +10
Feats: Alertness, Great Fortitude, Lightning Reflexes
Environment: Underground
Organization: Solitary or facet (2–5)
Challenge Rating: 3
Treasure: Double goods (gems only)
Alignment: Any lawful
Advancement: 7–12 HD (Medium); 13–18 HD (Large)
Level Adjustment: —

This creature's 3-foot-long scorpionlike shape is formed wholly of minerals. Six curved crystalline shards provide locomotion, while a wicked point of jagged crystal forms a perfect stinger.

A conglomerate of stone and crystal, a crysmal above all else seeks to perpetuate its kind.

Crysmals transform mundane minerals into juvenile crysmals. Gems are the perfect substance for this reproductive cycle: To make a single juvenile, a crysmal generally needs eight to ten gems, each of 25 gp value or more.

Crysmals understand Terran but do not speak.

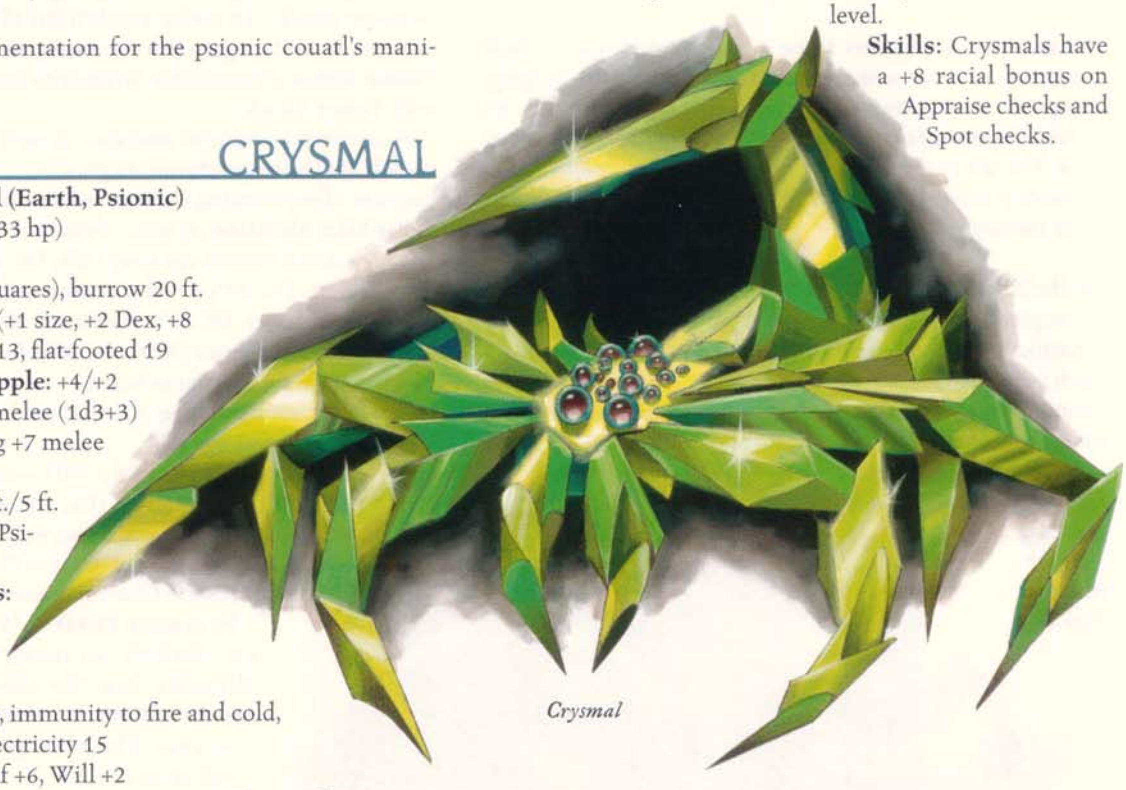
COMBAT

Crysmals prefer to quietly reproduce, but sometimes they must hunt for minerals to carry out their reproductive imperative. They are not shy about attacking bipedal creatures, which crysmals have learned often carry gemstones.

Psi-Like Abilities: At will—*control object, control sound, detect psionics, empty mind, mind thrust* (2d10, DC 13*); 3/day—*psionic dimension door.* Manifester level 2nd. The save DCs are Charisma-based.

*Includes augmentation for the crysmal's manifester level.

Skills: Crysmals have a +8 racial bonus on Appraise checks and Spot checks.



Crysmal

Illus. by D. Martin

DROMITE

Dromite, 1st-Level Warrior
Small Monstrous Humanoid (Psionic)
Hit Dice: 1d8+1 (5 hp)
Initiative: +0
Speed: 20 ft. (4 squares)
Armor Class: 18 (+1 size, +3 natural armor, +3 studded leather, +1 light shield), touch 11, flat-footed 18
Base Attack/Grapple: +1/–3
Attack: Longsword +3 melee (1d6/19–20) or light crossbow +2 ranged (1d6/19–20)
Full Attack: Longsword +3 melee (1d6/19–20) or light crossbow +2 ranged (1d6/19–20)
Space/Reach: 5 ft./5 ft.
Special Attacks: Psi-like abilities
Special Qualities: Darkvision 60 ft., resistance to fire 5, scent
Saves: Fort +3, Ref +0, Will –2
Abilities: Str 11, Dex 11, Con 12, Int 10, Wis 7, Cha 10
Skills: Climb +2, Spot +4
Feats: Weapon Focus (longsword), Blind-Fight^{B}
Environment: Underground
Organization: Squad (2–4), company (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or band (30–100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, 3

7th-level captains, 6–10 giant beetles, and 2–5 riding giant beetles)
Challenge Rating: 1/2
Treasure: Standard
Alignment: Usually neutral
Advancement: By character class
Level Adjustment: +1

This humanoid stands about half as high as a human. It has hardened, chitin-encrusted skin, compound eyes like those of an insect, and two small antennae protruding from its brow.

Called "bug men" by the ignorant, dromites share at least as many traits with humans as they do with insects. However, one major difference between dromites and most other races is their androgynous physiology. Dromites are neither male nor female, nor do they possess any sexual traits whatsoever.

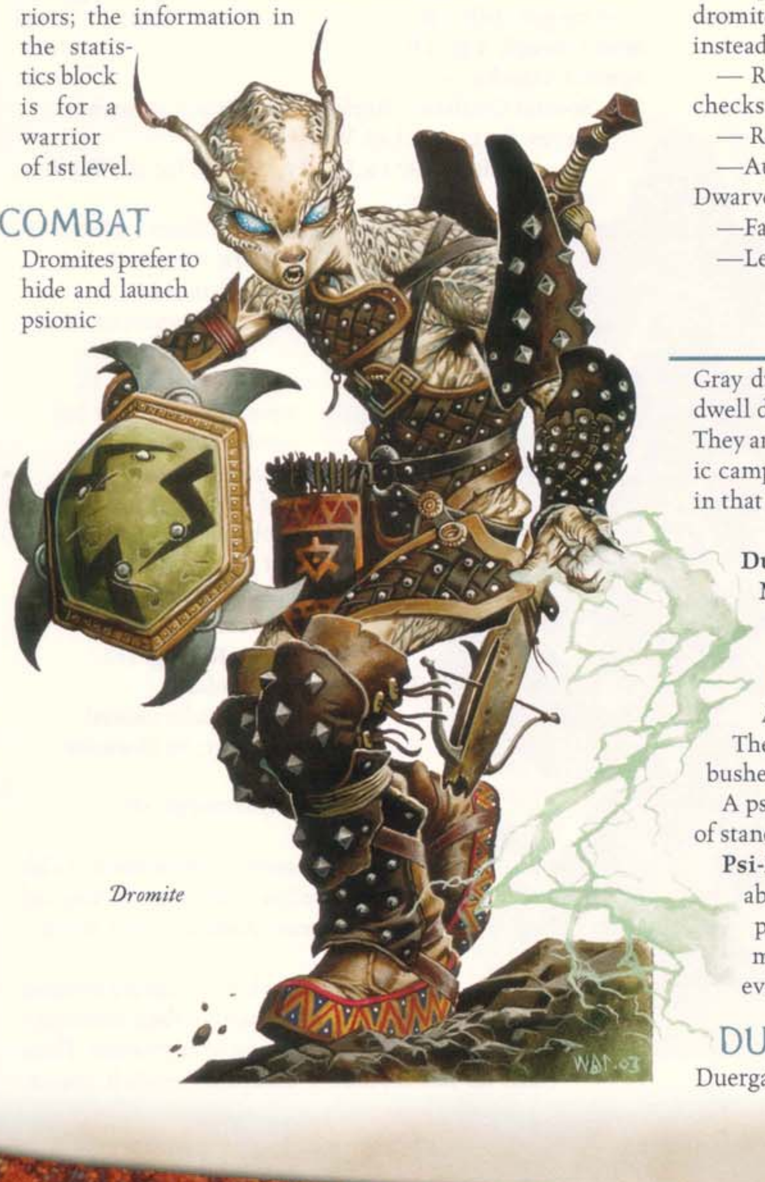
Dromites stand about 3 feet tall and usually weigh slightly more than 30 pounds. They have iridescent compound eyes. Dromites wear heavy boots and light clothing, and are sometimes content with just a sturdy harness.

Dromites speak Common.

Most dromites encountered outside their homes are warriors; the information in the statistics block is for a warrior of 1st level.

COMBAT

Dromites prefer to hide and launch psionic attacks as a foe approaches. Not fast on their feet, they rely more on cover and concealment than on mobility.


Dromite

Psi-Like Abilities: 1/day: *energy ray* (fire, 1d6+1). Manifester level 1st. The save DC is Charisma-based. (Other dromites may manifest electricity, cold, or sonic *energy rays* instead; the *energy ray* always matches the type of energy the dromite is resistant to.)

The dromite warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

DROMITES AS CHARACTERS

Dromite characters possess the following racial traits.

— +2 Charisma, –2 Strength, –2 Wisdom.

—Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, –4 penalty on grapple checks, lifting and carrying limits 3/4 of those of Medium characters.

—Dromite base land speed is 20 feet.

— +3 natural armor bonus.

—Naturally Psionic: Dromites gain 1 bonus power point at 1st level.

—Special Attacks (see above): Psi-like abilities.

—Special Qualities (see above): Resistance to fire 5 (other dromites may have resistance to cold, electricity, or sonics instead of fire), scent.

— Racial Skills: Dromites have a +2 racial bonus on Spot checks due to their compound eyes.

— Racial Feats: Dromites gain Blind-fight as a bonus feat.

—Automatic Languages: Common. Bonus Languages: Dwarven, Gnome, Goblin, Terran.

—Favored Class: Wilder.

—Level Adjustment: +1.

DUERGAR, PSIONIC

Gray dwarves, or duergar, are a grim and warlike race who dwell deep below the earth's surface in great foundry-cities. They are described in the *Monster Manual*. Duergar in a psionic campaign should be adjusted from the version appearing in that book as follows.

Duergar, 1st-Level Warrior
Medium Humanoid (Dwarf, Psionic)
Special Attacks: Duergar traits, psi-like abilities

COMBAT

All duergar have the ability to use psi-like abilities. They use their *invisibility* power to prepare deadly ambushes for their foes.

A psionic duergar does not possess the spell-like abilities of standard duergars. Instead, it has psi-like abilities.

Psi-Like Abilities: 1/day—*expansion, invisibility.* These abilities are as the power (or spell) manifested by a psion (or sorcerer) of the duergar's Hit Dice (minimum 3rd level) and affect only the duergar and whatever he carries.

DUERGAR AS CHARACTERS

Duergar characters possess the following racial traits.

Illus. by W. Reynolds

— +2 Constitution, –4 Charisma.

—Medium size.

—Duergar base land speed is 20 feet. However, gray dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).

—Darkvision out to 120 feet.

—Immunity to paralysis, phantasms, and poison.

— +2 racial bonus on saves against spells and spell-like effects.

—Stability: Duergar are exceptionally stable on their feet. A duergar receives a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding or otherwise not standing firmly on the ground).

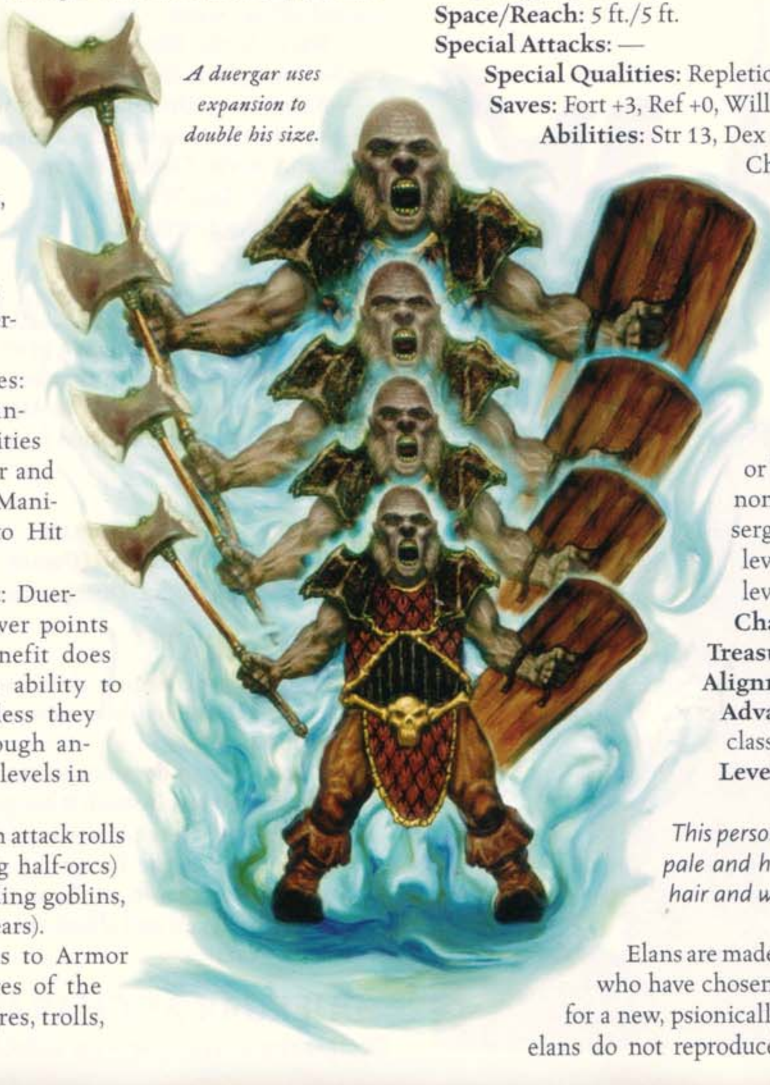
—Stonecunning: This ability grants a duergar a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework, traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A gray dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a duergar can use the Search skill to find stonework traps as a rogue can. A duergar can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up. Duergar have a sixth sense about stonework, an innate ability that they get plenty of opportunity to practice and hone in their underground homes.

—Psi-Like Abilities: 1/day—expansion, invisibility. These abilities affect only the duergar and whatever he carries. Manifester level is equal to Hit Dice (minimum 3rd).

—Naturally Psionic: Duergar gain 3 bonus power points at 1st level. This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class.

— +1 racial bonus on attack rolls against orcs (including half-orcs) and goblinoids (including goblins, hobgoblins, and bugbears).

— +4 dodge bonus to Armor Class against creatures of the giant type (such as ogres, trolls, and hill giants).



A duergar uses expansion to double his size.

Illus. by J. Pavelec

—Light Sensitivity (Ex): Duergar are dazzled in sunlight or within the radius of a daylight spell.

—Duergar have a +4 racial bonus on Move Silently checks and a +1 racial bonus on Listen and Spot checks. They have a +2 racial bonus on Appraise and Craft checks that are related to stone or metal.

—Automatic Languages: Common, Dwarven, Undercommon. Bonus Languages: Draconic, Giant, Goblin, Orc, Terran.

—Favored Class: Fighter.

—Level Adjustment: +1.

ELAN

Elan, 1st-Level Warrior
Medium Aberration (Psionic)
Hit Dice: 1d8+1 (5 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 14 (+3 studded leather, +1 light shield), touch 10, flat-footed 14
Base Attack/Grapple: +1/+2
Attack: Warhammer +3 melee (1d8+1/×3) or longbow +1 ranged (1d8/×3)
Full Attack: Warhammer +3 melee (1d8+1/×3) or longbow +1 ranged (1d8/×3)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Repletion, resilience, resistance
Saves: Fort +3, Ref +0, Will –1
Abilities: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 6
Skills: Climb +3, Jump +3
Feats: Weapon Focus (warhammer)
Environment: Any
Organization: Congregate (2–4), squad (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or band (30–100 plus 150% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating: 1/2
Treasure: Standard
Alignment: Usually neutral
Advancement: By character class
Level Adjustment: +0

This person seems unremarkable, if a bit pale and hollow-eyed. She has long red hair and wears studded leather armor.

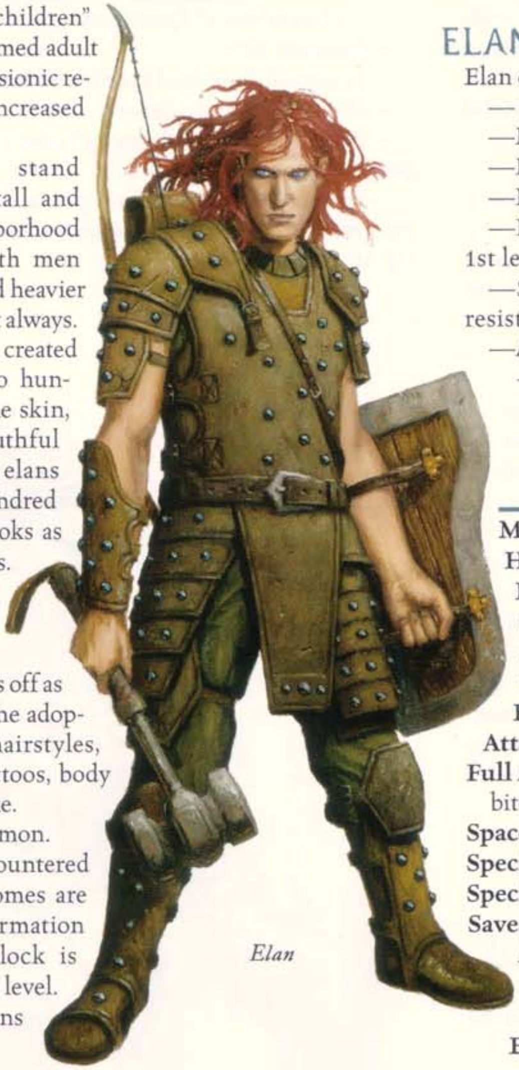
Elans are made, not born. Elans are humans who have chosen to abandon their humanity for a new, psionically energized existence. Thus, elans do not reproduce except by explicit choice.

Even then, their "children" are already fully formed adult humans. With this psionic reawakening comes increased mental agility.

Elans typically stand just under 6 feet tall and weigh in the neighborhood of 180 pounds, with men sometimes taller and heavier than women, but not always. Younger elans (those created within the last two hundred years) have pale skin, red hair, and a youthful quality. However, elans more than a few hundred years old vary in looks as widely as do humans. Elans dress in the style similar to the areas in which they pass themselves off as human, including the adoption of unusual hairstyles, fanciful clothes, tattoos, body piercing, and the like.

Elans speak Common.

Some elans encountered away from their homes are warriors; the information in the statistics block is for a warrior of 1st level. Most elans are psions or psychic warriors.



Elan

COMBAT

Elans rely on their psionic power to keep them from harm whenever possible, increasing their saving throws or taking physical damage first from their power points.

Repletion (Su): By expending 1 power point, an elan does not need to eat or drink for 24 hours.

Resilience (Su): As an immediate action, an elan can reduce the damage he is about to take by 2 points for every 1 power point spent.

Resistance (Su): As an immediate action, an elan can spent 1 power point to gain a +4 racial bonus on saving throws until the beginning of his next turn.

The elan warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

ELANS AS CHARACTERS

Elan characters possess the following racial traits.

—–2 Charisma.

—Medium size.

—Elan base land speed is 30 feet.

—No darkvision.

—Naturally Psionic: Elans gain 1 bonus power point at 1st level.

—Special Qualities (see above): Repletion, resilience, resistance.

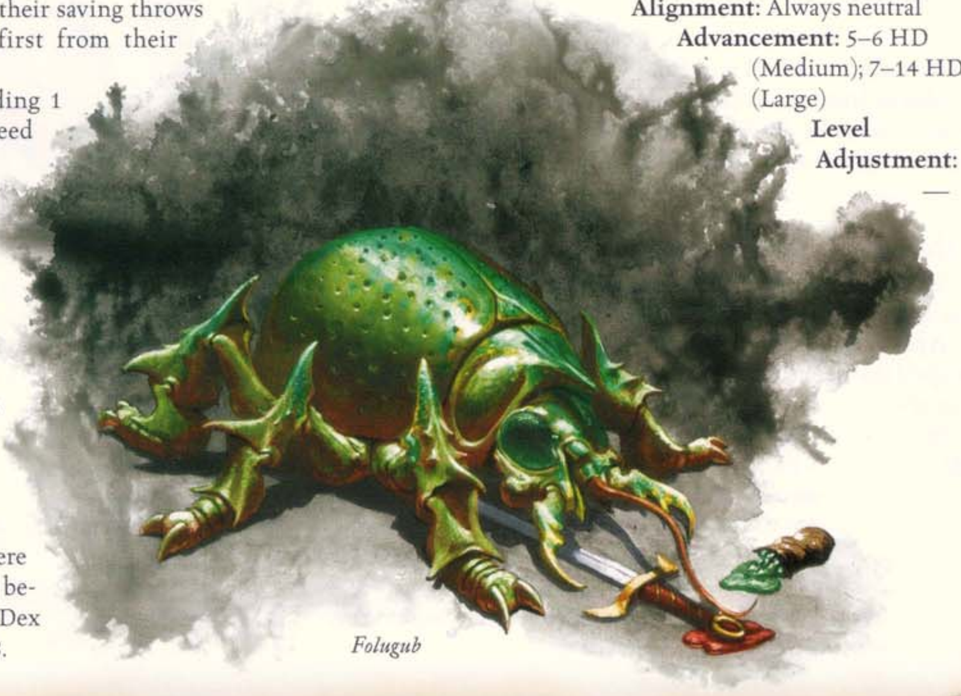
—Automatic Languages: Common.

—Favored Class: Psion.

—Level Adjustment: +0.

FOLUGUB

Medium-Size Aberration
Hit Dice: 4d8+12 (30 hp)
Initiative: +3
Speed: 40 ft. (8 squares)
Armor Class: 18 (+3 Dex, +5 natural), touch 13, flat-footed 15
Base Attack/Grapple: +3/+3
Attack: Tongue +6 melee touch (liquefy crystal)
Full Attack: Tongue +6 melee touch (liquefy crystal) and bite +1 melee (2d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Liquefy crystal
Special Qualities: Darkvision 60 ft., scent
Saves: Fort +4, Ref +4, Will +5
Abilities: Str 10, Dex 17, Con 17, Int 2, Wis 13, Cha 11
Skills: Listen +6, Move Silently +4, Spot +6
Feats: Alertness, Weapon Finesse
Environment: Underground
Organization: Solitary or pair
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 5–6 HD (Medium); 7–14 HD (Large)
Level Adjustment: —



Folugub

Elan illus. by S. Belledin
Folugub illus. by L. Grant-West

This creature appears similar to a 6-foot-long, 3-foot-high beetle. Its protective carapace gleams and glitters with a crystalline sheen. A tonguelike organ flickers from between its mandibles every few seconds, reaching to a distance of 3 feet.

Folugubs dissolve and eat crystals; the tongue turns crystalline objects (including gems) into a slimy goo, which the folugub then slurps up. Folugubs are the bane of psionically equipped parties, since so many psionic items contain or are composed completely of crystal.

COMBAT

A folugub can scent a crystal object up to 90 feet away, and once it has the scent, little deters it from its goal. It usually ceases attacking to devour a freshly liquefied crystal. The creature targets the largest crystal object available.

Liquefy Crystal (Ex): A folugub that makes a successful touch attack with its tongue causes the target crystal to change phase, turning immediately from solid to liquid and becoming worthless. The touch can destroy up to a 5-foot cube of crystal instantly. Magic or psionic items made of crystal (including crystalline armor and weapons) must succeed on a DC 19 Reflex save or be liquefied. The save DC is Constitution-based and includes a +4 racial modifier.

A crystalline weapon that deals damage to a folugub becomes liquefied immediately.

GITHYANKI, PSIONIC

Githyanki are described in the *Monster Manual*. However, githyanki in a psionic campaign should be adjusted from the version appearing in the *Monster Manual* as follows.

Most githyanki encountered outside their homes are warriors; however, psions, psychic warriors, wizards (called warlocks) and multiclass githyanki (called gish) are also found.

Githyanki, 1st-Level Warrior
Medium Humanoid (Extraplanar, Psionic)
Special Attacks: Psi-like abilities
Special Qualities: Darkvision 60 ft., githyanki traits, power resistance 6

COMBAT

Githyanki are seasoned combatants, familiar with the tactical use of ambush, cover, and psionic sniper attacks from afar.

A psionic githyanki does not possess the spell-like abilities or spell resistance of standard githyanki. Instead, it has psi-like abilities and power resistance.

Psi-Like Abilities: 3/day—*psionic daze* (DC 10), *far hand*. Manifester level 1st. The save DC is Charisma-based.

Power Resistance (Ex): A psionic githyanki has power resistance equal to its Hit Dice + 5.

GITHYANKI AS CHARACTERS

Most githyanki characters are fighters or psions. Githyanki characters possess the following racial traits.

— +2 Dexterity, +2 Constitution, –2 Wisdom.

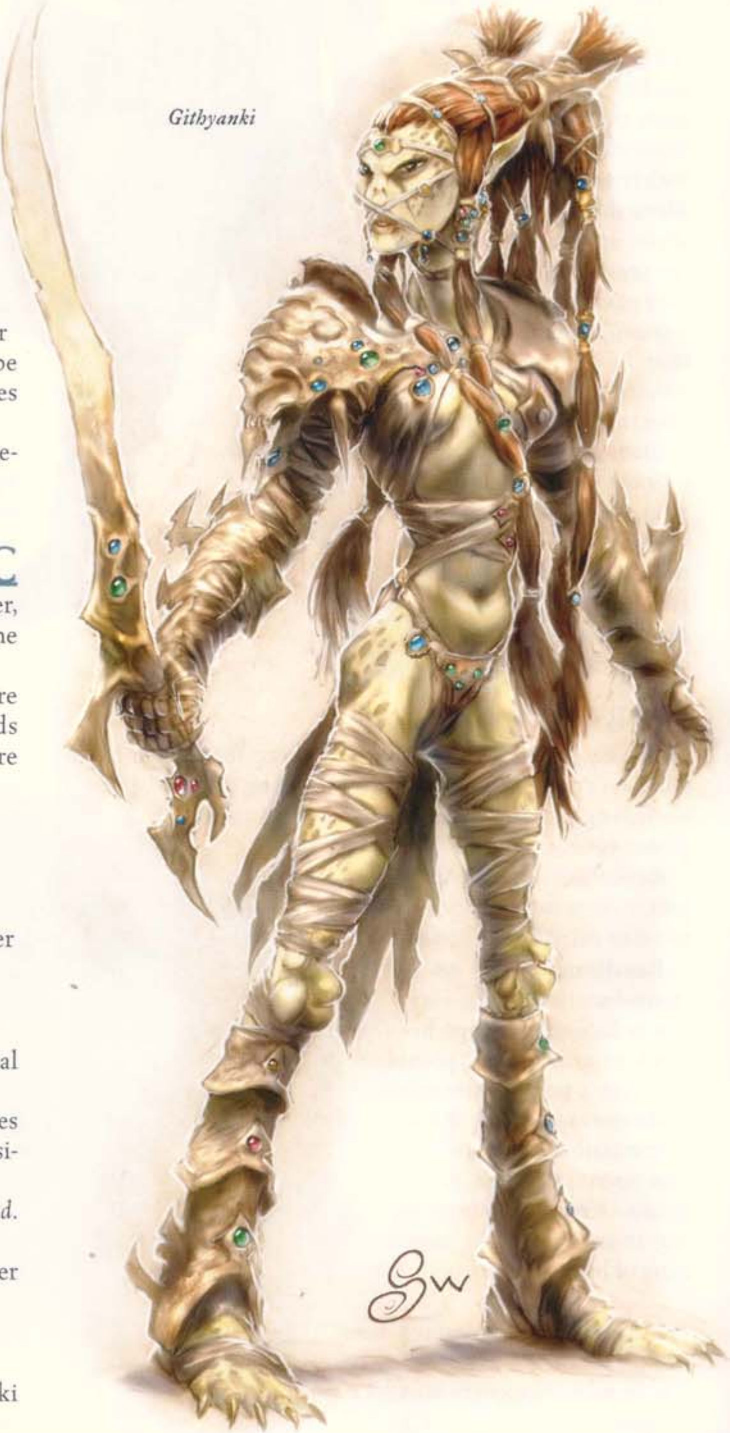
—Medium size.

—Githyanki base land speed is 30 feet.

—Darkvision out to 60 feet.

—Naturally Psionic: Psionic githyanki gain 3 bonus power points at 1st level.

—Psi-Like Abilities: Psionic githyanki gain the following psi-like abilities instead of the spell-like abilities described in the *Monster Manual*.



Githyanki

Illus. by S. Wood

Level	Psi-Like Abilities
1st–2nd	3/day—*far hand, psionic daze*
3rd–5th	3/day—*concealing amorpha*
6th–8th	3/day—*psionic dimension door*
9th+	3/day—*telekinetic thrust;* 1/day—*plane shift*

Manifester level equal to 1/2 Hit Dice (minimum 1st). The save DCs are Charisma-based.

—Power Resistance: A psionic githyanki has power resistance equal to its Hit Dice +5.

—Automatic Languages: Common, Gith. Bonus Languages: Abyssal, Celestial, Draconic, Infernal, Undercommon.

—Favored Class: Fighter.

—Level Adjustment: +2.

GITHZERAI, PSIONIC

Githzerai are a hard-hearted, humanlike people who dwell on the plane of Limbo, secure in the protection of their hidden monasteries.

They are described in the *Monster Manual*. However, githzerai in a psionic campaign should be adjusted from the version appearing in the *Monster Manual* as follows.

The statistics block describes a 1st-level warrior. Many githzerai are monks; however, psychic warriors, soulknives, sorcerers, rogues, and multiclass githzerai (called zerths) are also indispensable members of a monastery.

Githzerai, 1st-Level Warrior
Medium Humanoid (Extraplanar, Psionic)
Armor Class: 17 (+3 Dex, +4 *inertial armor*), touch 13, flat-footed 14
Special Attacks: Psi-like abilities
Special Qualities: Darkvision 60 ft., power resistance 6

COMBAT

In melee, githzerai warriors (along with rogues and monks) are often backed up by sorcerers.

A psionic githzerai does not possess the spell-like abilities, inertial armor ability, or spell resistance of standard githzerai. Instead, it has psi-like abilities (including *inertial armor*) and power resistance.

Psi-Like Abilities: 3/day—*catfall, concussion blast, psionic daze* (DC 10), *inertial armor*. Manifester level 1st. The save DC is Charisma-based.

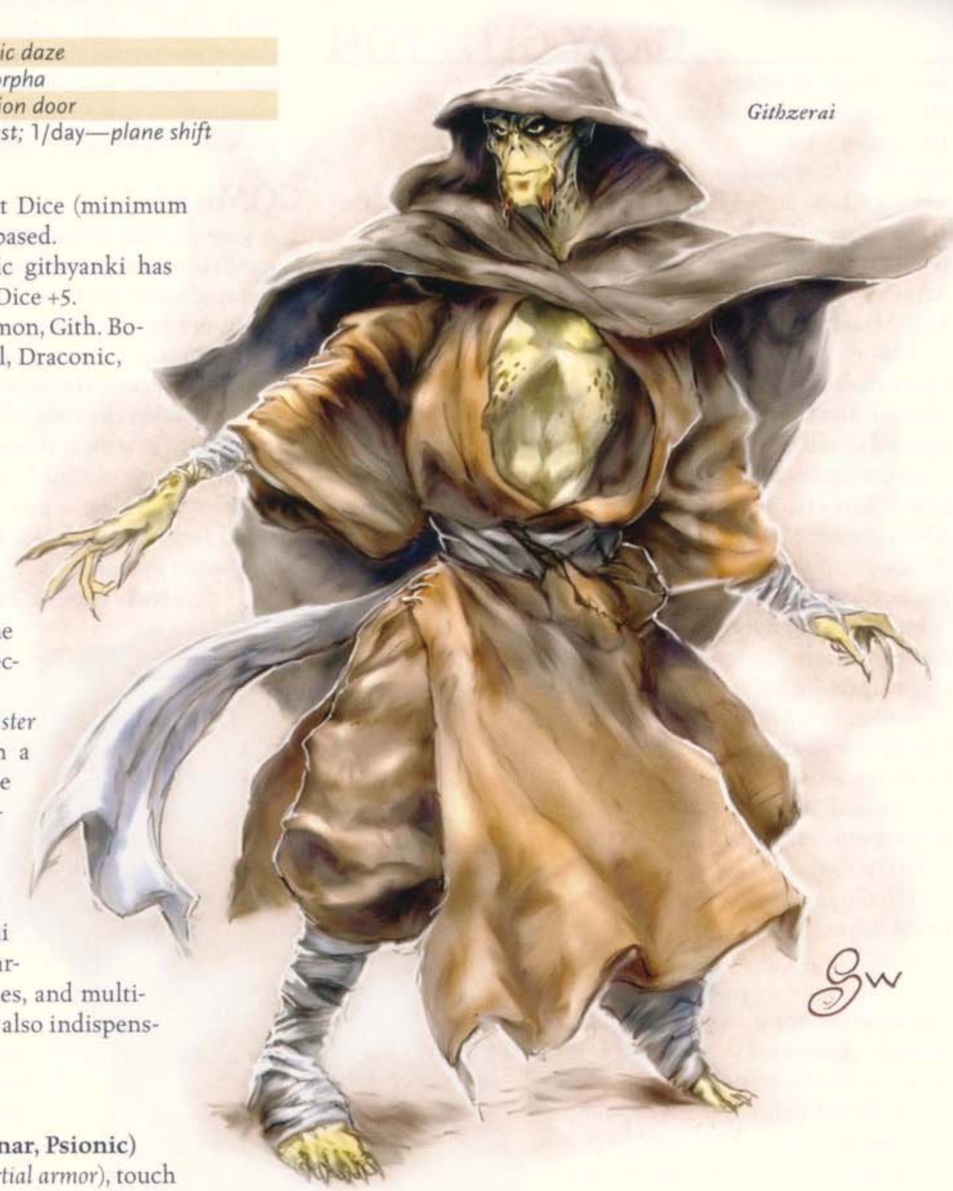
Power Resistance (Ex): A githzerai has power resistance equal to its Hit Dice + 5.

GITHZERAI AS CHARACTERS

Githzerai characters possess the following racial traits.

— +6 Dexterity, +2 Wisdom, –2 Intelligence.

—Medium size.



Githzerai

Illus. by S. Wood

—Githzerai base land speed is 30 feet.

—Darkvision out to 60 feet.

—Naturally Psionic: Psionic githzerai gain 2 bonus power points at 1st level.

—Psi-Like Abilities: Psionic githzerai gain the following psi-like abilities instead of the spell-like abilities described in the *Monster Manual* and their inertial armor ability: 3/day—*catfall, concussion blast, psionic daze* (DC 10 + 1/2 HD + Cha modifier), *inertial armor*. Githzerai of 11th level or higher also gain *psionic plane shift* 1/day. Manifester level is equal to 1/2 the githzerai's Hit Dice (minimum 1st). The save DC is Charisma-based.

—Power Resistance: A psionic githzerai has power resistance equal to its Hit Dice +5.

—Automatic Languages: Common, Gith. Bonus Languages: Abyssal, Celestial, Draconic, Slaad, Undercommon.

—Favored Class: Monk.

—Level adjustment +2.

GRAY GLUTTON

Huge Magical Beast
Hit Dice: 9d10+36 (85 hp)
Initiative: –1
Speed: 40 ft. (8 squares)
Armor Class: 20 (–2 size, –1 Dex, +13 natural), touch 7, flat-footed 20
Base Attack/Grapple: +9/+25
Attack: Bite +15 melee (2d8+8)
Full Attack: Bite +15 melee (2d8+8) and 2 claws +10 melee (2d6+4)
Space/Reach: 15 ft./10 ft.
Special Attacks: Null psionic exhalation
Special Qualities: Darkvision 60 ft., low-light vision, power resistance 20, scent
Saves: Fort +10, Ref +5, Will +7
Abilities: Str 27, Dex 9, Con 19, Int 2, Wis 15, Cha 20
Skills: Jump +14, Listen +7, Spot +3
Feats: Closed Mind, Hostile Mind, Iron Will, Psionic Hole, Track[B]
Environment: Underground
Organization: Solitary, pair, or cluster (3–5)
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement: 10–20 HD (Huge); 21–27 HD (Gargantuan)
Level Adjustment: —

This creature has a vaguely humanoid form. It would stand about 18 feet tall, but it goes about in a bestial crouch, its clawed half-hands used as much for locomotion as its legs. Its skin is rough and warty, and its mouth is overfilled with tearing, needlelike teeth.

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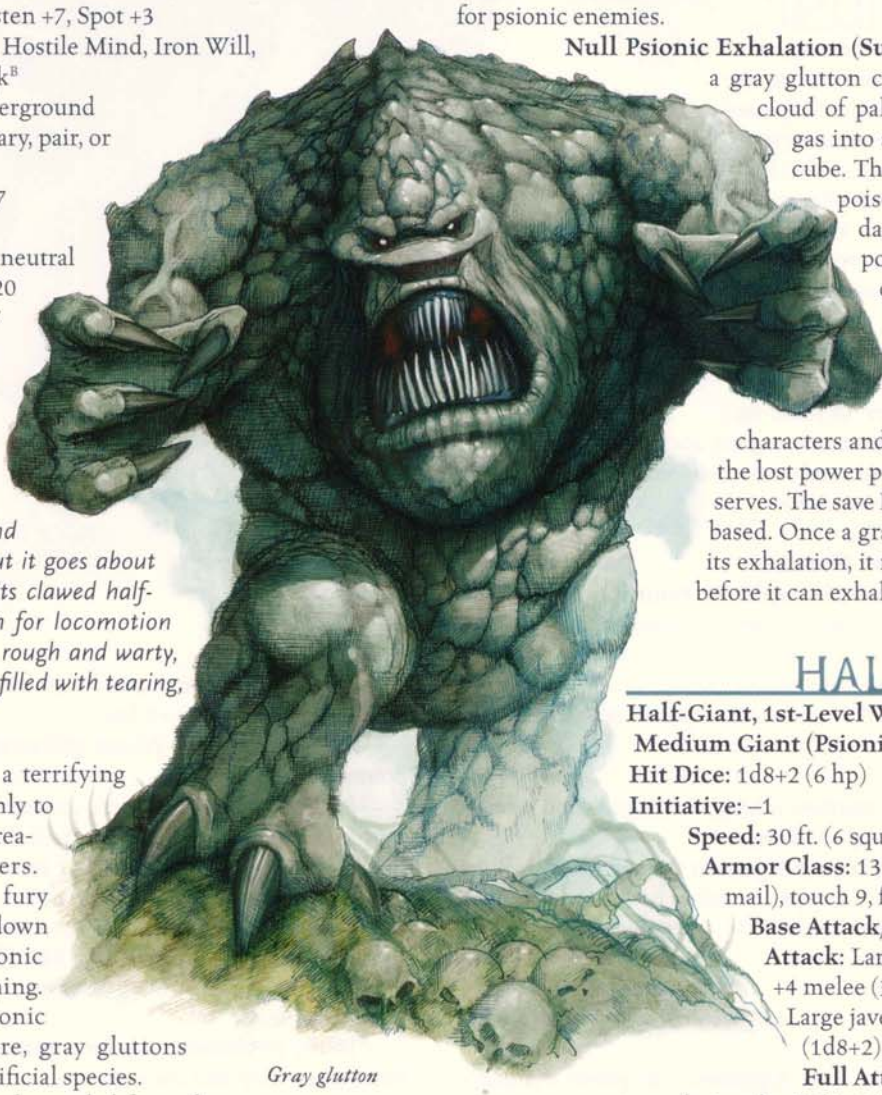


Gray glutton

The gray glutton is a terrifying predator that lives only to eradicate psionic creatures and characters. The single-minded fury with which it tracks down and eradicates psionic individuals is stunning. Fortunately for psionic creatures everywhere, gray gluttons are rare, being an artificial species.

Gray gluttons are descended from the victims of twisted experimentation on individuals who had already been victimized by psionics-using enemies. Filled with hatred for those who wield psionics, these poor souls were perfect fodder for arcane spellcasters seeking a weapon against their psionic foes. The mages who initiated the magical breeding program twisted once-human bodies into shapes so extreme that sentience itself was extinguished. All that remains is an instinctual hate for all things psionic. The monsters are named not for the color of their hide, but for the psionic-infused gray matter they crave above all.

COMBAT

A gray glutton attacks anything psionic, or anything that stands in its way of tracking down new psionic prey. Of course, a gray glutton has to eat—and eat a lot to feed its bulk—so when not on the scent it will attack any living creature. It always breaks off attacks against nonpsionic foes if psionic prey is an option. The only creatures it refuses to eat are elves (and it dislikes the taste of dwarves). No challenge seems too extreme to it, even if that means bulling into the center of a powerful party of manifesters.

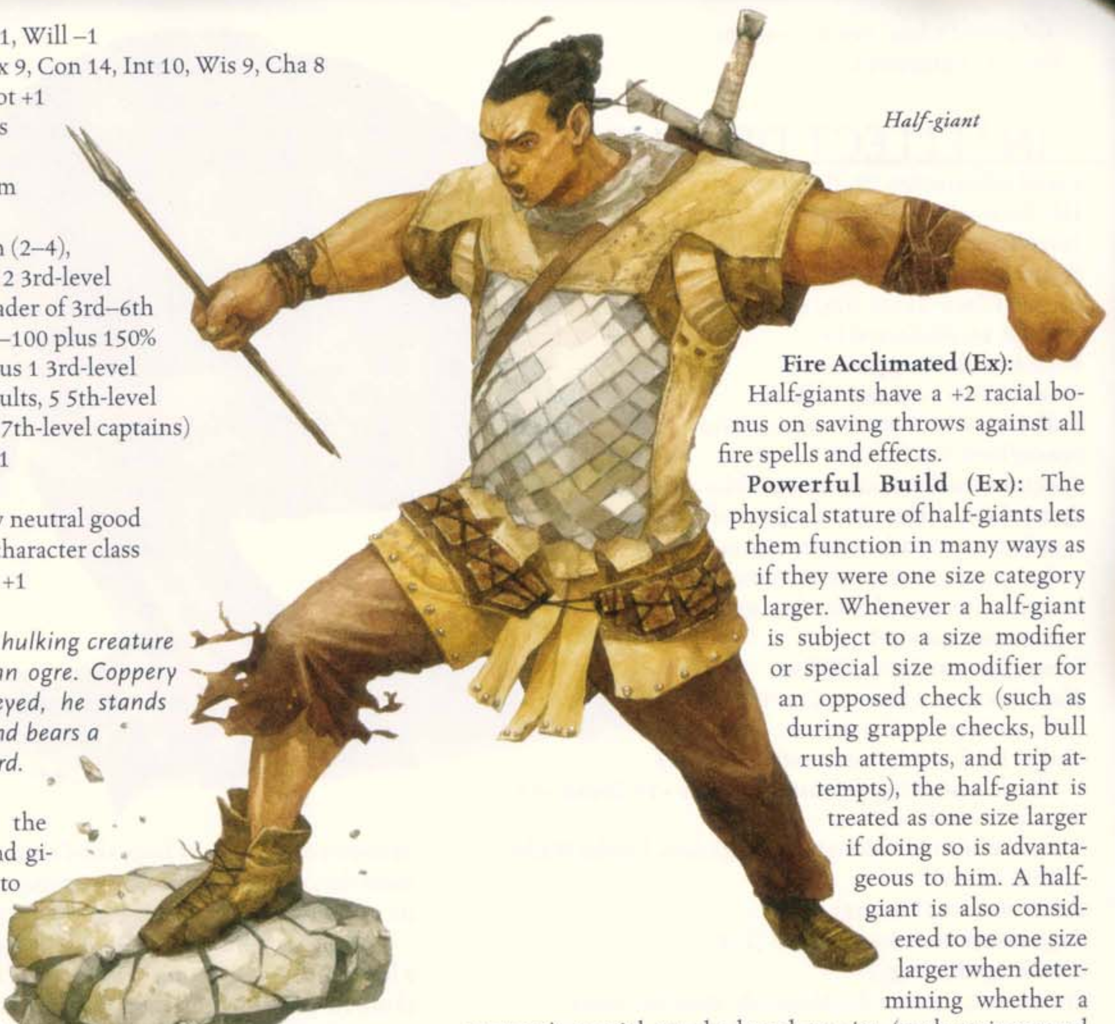
When attacking, a gray glutton makes use of its Hostile Mind and Psionic Hole feats to make the fight a costly one for psionic enemies.

Null Psionic Exhalation (Su): As a free action, a gray glutton can breathe forth a cloud of pale blue translucent gas into an adjacent 10-foot cube. The gas is psionically poisonous; the initial damage is 1d4 power points, and the secondary damage is 3d4 power points (Fortitude DC 18 negates). Affected psionic characters and creatures subtract the lost power points from their reserves. The save DC is Constitution-based. Once a gray glutton has used its exhalation, it must wait 4 rounds before it can exhale again.

HALF-GIANT

Half-Giant, 1st-Level Warrior
Medium Giant (Psionic)
Hit Dice: 1d8+2 (6 hp)
Initiative: –1
Speed: 30 ft. (6 squares)
Armor Class: 13 (–1 Dex, +4 scale mail), touch 9, flat-footed 13
Base Attack/Grapple: +1/+7
Attack: Large greatsword +4 melee (3d6+3/19–20) or Large javelin +0 ranged (1d8+2)
Full Attack: Large greatsword +4 melee (3d6+3/19–20) or Large javelin +0 ranged (1d8+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Psi-like abilities
Special Qualities: Fire acclimated, giant's stature, low-light vision

Saves: Fort +4, Ref –1, Will –1
Abilities: Str 15, Dex 9, Con 14, Int 10, Wis 9, Cha 8
Skills: Listen +1, Spot +1
Feats: Weapon Focus (greatsword)
Environment: Warm desert
Organization: Team (2–4), squad (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or band (30–100 plus 150% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually neutral good
Advancement: By character class
Level Adjustment: +1



Half-giant

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This humanoid is a hulking creature almost the size of an ogre. Coppery skinned and dark-eyed, he stands close to 8 feet tall and bears a giant-sized greatsword.

Half-giants possess the blood of humans and giants. Though closer to human than giant size, their stature can't be ignored. Half-giants typically stand from 7 feet to nearly 8 feet tall and weigh from 250 to 400 pounds, with men noticeably taller and heavier than women. Most half-giants have tightly braided black hair and deep coppery complexions. Half-giants often prefer grandiose dress when they can afford to do so, sporting fanciful or intimidating clothing.

Despite their hulking appearance, half-giants possess human sensibilities. They are curious, interested in cooperation and communication, and have a general tendency toward kindness. (Of course, there are exceptions.) Underscoring their human ancestry, half-giants speak Common. Many also learn Giant.

Most half-giants encountered away from their homes are warriors; the information in the statistics block is for a warrior of 1st level.

COMBAT

Because of their giant ancestry, half-giants are able to use weapons sized for creatures larger than normal humans. They gain considerable satisfaction in using these large weapons in combat against their foes.

Psi-Like Abilities: 1/day: *stomp* (DC 10). Manifester level equal to 1/2 HD (minimum 1st). The save DC is Charisma-based.

Fire Acclimated (Ex): Half-giants have a +2 racial bonus on saving throws against all fire spells and effects.

Powerful Build (Ex): The physical stature of half-giants lets them function in many ways as if they were one size category larger. Whenever a half-giant is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the half-giant is treated as one size larger if doing so is advantageous to him. A half-giant is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. A half-giant can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

The half-giant warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

HALF-GIANTS AS CHARACTERS

Half-giant characters possess the following racial traits.

— +2 Constitution, +2 Strength, –2 Dexterity.

—Medium size.

—Half-giant base land speed is 30 feet.

—Low-light vision.

—Naturally Psionic: Half-giants gain 2 bonus power points at 1st level, regardless of whether they choose a psionic class.

—Fire Acclimated: Half-giants have a +2 racial bonus on saving throws against all fire spells and effects.

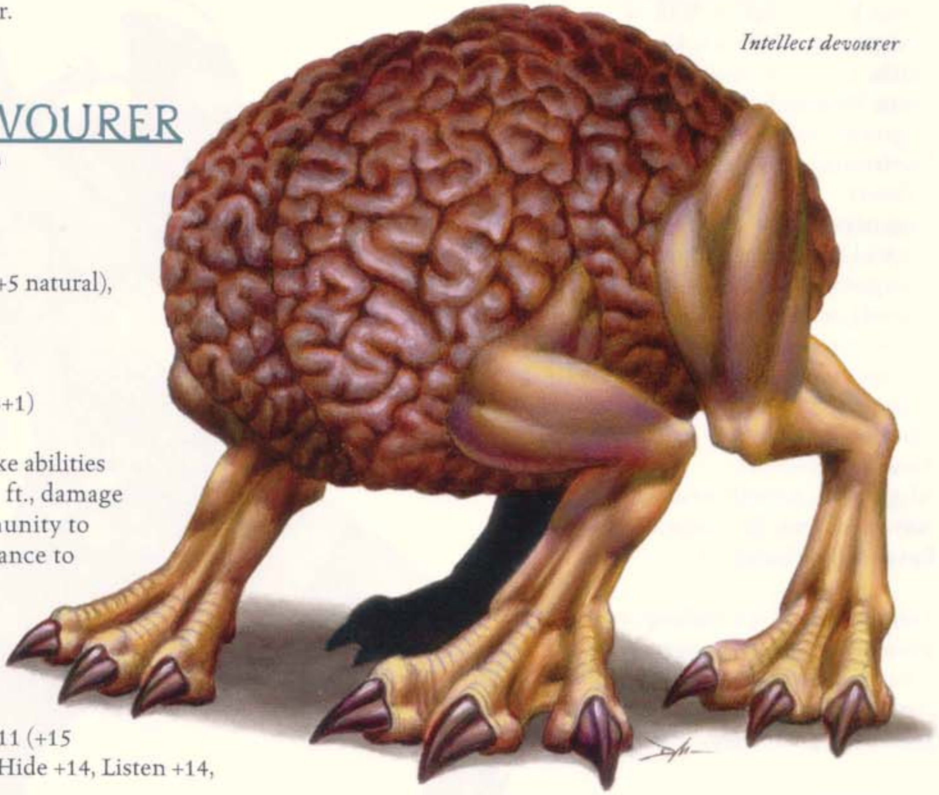
—Powerful build (see above).

—Special Attacks (see above): Psi-like abilities.

—Automatic Language: Common. Bonus Language: Draconic, Giant, Gnoll, Ignan.

—Favored Class: Psychic warrior.
—Level adjustment: +1.

Intellect devourer



INTELLECT DEVOURER

Small Aberration (Evil, Psionic)
Hit Dice: 6d8+15 (42 hp)
Initiative: +5
Speed: 40 ft. (8 squares)
Armor Class: 21 (+1 size, +5 Dex, +5 natural), touch 16, flat-footed 16
Base Attack/Grapple: +4/+1
Attack: Claw +6 melee (1d3+1)
Full Attack: 4 claws +6 melee (1d3+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Body thief, psi-like abilities
Special Qualities: Blindsight 60 ft., damage reduction 10/adamantine, immunity to fire, power resistance 23, resistance to electricity 15, vulnerability to *protection from evil*
Saves: Fort +4, Ref +7, Will +6
Abilities: Str 13, Dex 21, Con 15, Int 12, Wis 12, Cha 14
Skills: Bluff + 15, Concentration +11 (+15 when manifesting defensively), Hide +14, Listen +14, Move Silently +16
Feats: Combat Manifestation, Toughness, Up the Walls, Wild Talent[B]
Environment: Underground
Organization: Solitary or pod (2–4)
Challenge Rating: 7
Treasure: 1/2 coins; double goods; standard items
Alignment: Always chaotic evil
Advancement: 7–8 HD (Small); 9–15 HD (Medium); 16–18 HD (Large)
Level Adjustment: +6

This apparently disembodied brain moves about on four bestial, clawed feet. It is the size of a dog and moves with frightening alacrity. A glistening, transparent membrane or sheath covers its horrible body.

An intellect devourer stalks sentient prey, sometimes at the behest of powerful masters, and then uses its body thief ability to masquerade as its latest victim—allowing it to secretly penetrate areas rich in prey or to spy for its masters.

Intellect devourers understand Common but must be in possession of a body to speak. An intellect devourer in possession of a body also knows the languages known by that victim.

COMBAT

An intellect devourer stalks its chosen prey, using *cloud mind* and *compression* to remain unseen as it waits for an opportunity to catch its victim alone. It first launches a barrage of telepathic attacks with *ego whip* and *id insinuation*, then charges to attack with its deadly claws, sometimes embellishing its physical attacks with its *painful strike* power. Once it has overcome its victim, an intellect devourer often uses its body thief ability to inhabit and animate the corpse, masquerading as the victim while stalking its next meal.

Body Thief (Su): When an intellect devourer overcomes a lone victim, it consumes the victim's brain and enters the skull. As a full-round action that provokes attacks of opportunity, the devourer can merge its form with that of a helpless or dead creature of Small size or larger. The devourer cannot merge its body with that of a creature immune to extra damage from critical hits.

When an intellect devourer completes its merging, it psionically consumes the brain of the victim (which kills it if it is not already dead). The devourer can exit the body at any time as a standard action, bursting the victim's skull and resuming its normal form.

After consuming its victim's brain, an intellect devourer can instead choose to animate the body for up to seven days as if it were the victim's original brain. The devourer retains its hit points, saving throws, and mental ability scores, as well as its psi-like abilities. It assumes the physical qualities and ability scores of the victim, as if it had used *polymorph* to assume the victim's form. As long as the intellect devourer occupies the body, it knows the languages spoken by the victim and very basic information about the victim's identity and personality, but none of the victim's specific memories or knowledge.

Psi-Like Abilities: At will—*cloud mind, compression, detect psionics, ego whip* (2d4, DC 16*), *empty mind* (+5 on Will saves*), *id insinuation* (three targets, DC 16*); 3/day—*body adjustment* (2d12*), *intellect fortress, painful strike.* Manifester level 7th. The save DCs are Charisma-based.

*Includes augmentation for the intellect devourer's manifester level.

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Blindsight (Ex): An intellect devourer can use nonvisual means to ascertain all foes within 60 feet as a sighted creature would.

Vulnerability to Protection from Evil (Ex): An intellect devourer is treated as a summoned creature for the purpose of determining how it is affected by a *protection from evil* spell.

Skills: Intellect devourers have a +8 racial bonus on Bluff checks, useful for passing off the possessed body as the original. They also have a +8 racial bonus on Move Silently checks and Listen checks.

MAENAD

Maenad, 1st-Level Warrior

Medium Humanoid (Maenad, Psionic)

Hit Dice: 1d8+1 (5 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

Armor Class: 14 (+3 studded leather, +1 light shield), touch 10, flat-footed 14

Base Attack/Grapple: +1/+2

Attack: Longsword +3 melee (1d8+1/19–20) or longbow +1 ranged (1d8/×3)

Full Attack: Longsword +3 melee (1d8+1/19–20) or longbow +1 ranged (1d8/×3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Psi-like abilities

Special Qualities: Outburst

Saves: Fort +3, Ref +0, Will –1

Abilities: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8

Skills: Climb +3, Jump +3

Feats: Weapon Focus (longsword)

Environment: Warm hills

Organization: Party (2–4), squad (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or band (30–100 plus 150% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)

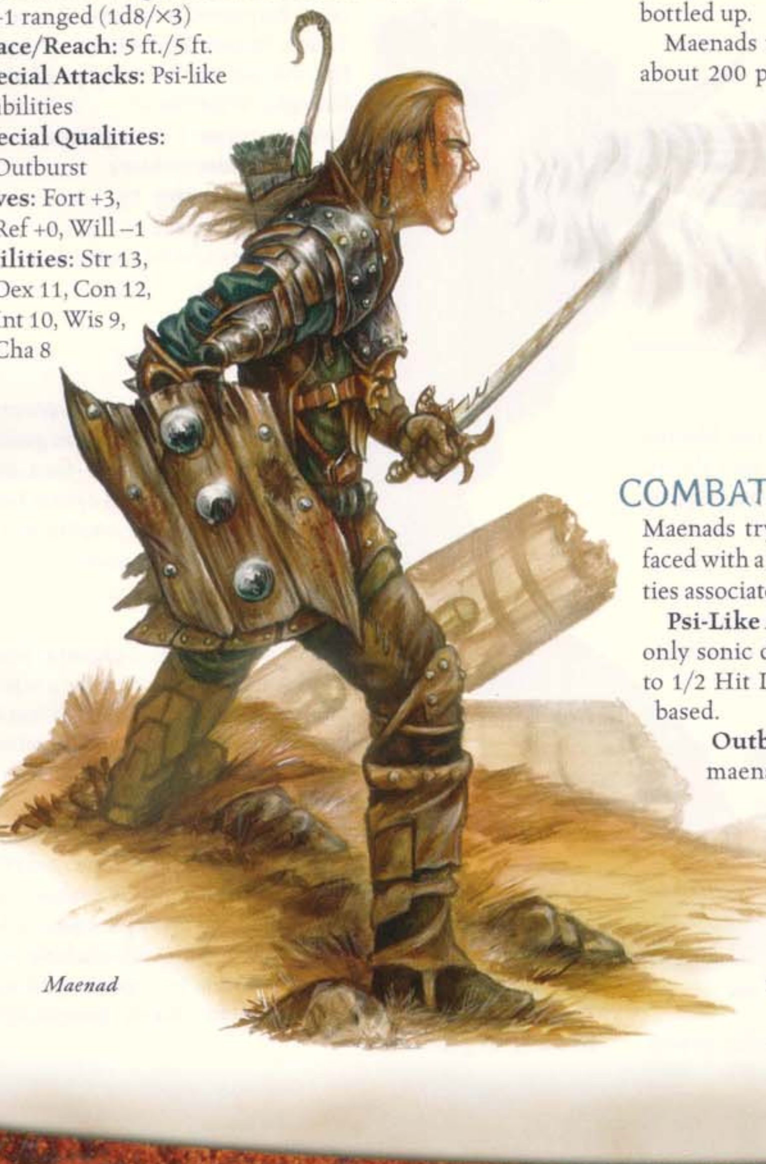
Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually neutral

Advancement: By character class

Level Adjustment: +0



Maenad

Tall and wiry, this person has long hair worn in tight braids. He seems almost human in appearance, but his skin is dusted with fine, sparkling motes.

Maenads are a race rumored to be wildly emotional, but perceived as extremely reserved by those who encounter them. In fact, both rumor and perception are true: Although generally governed by almost legendary restraint, maenads developed self-control as a means of holding their intense emotional turmoil at bay. Maenads have a strong martial bent, useful for venting the passions they keep constantly bottled up.

Maenads typically stand more than 6 feet tall and weigh about 200 pounds; males are the same height as and only marginally heavier than maenad females. Maenads have no facial or body hair, and they prefer heavier clothing and armor if possible.

Maenads speak their own language and Common.

Most maenads encountered away from their homes are warriors; the information in the statistics block is for a warrior of 1st level.

COMBAT

Maenads try to keep their emotions bottled up, but when faced with a fight, they'll call on their inner turmoil and abilities associated with those repressed feelings to best effect.

Psi-Like Abilities: 1/day—*energy ray.* A maenad can deal only sonic damage with this ability. Manifester level equal to 1/2 Hit Dice (minimum 1st). The save DC is Charisma-based.

Outburst (Ex): Once per day for up to 4 rounds a maenad can subjugate his mentality. He takes a –2 penalty to Intelligence and Wisdom but gains a +2 bonus to Strength.

MAENADS AS CHARACTERS

Maenad characters possess the following racial traits.

—Medium size.

—Maenad base land speed is 30 feet.

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Illus. by D. Martin

—Naturally Psionic: Maenads gain 2 bonus power points at 1st level.

— Special Attacks (see above): Psi-like abilities.

—Special Qualities (see above): Outburst.

—Automatic Languages: Common, Maenad. Bonus Languages: Aquan, Draconic, Dwarven, Elven, Goblin.

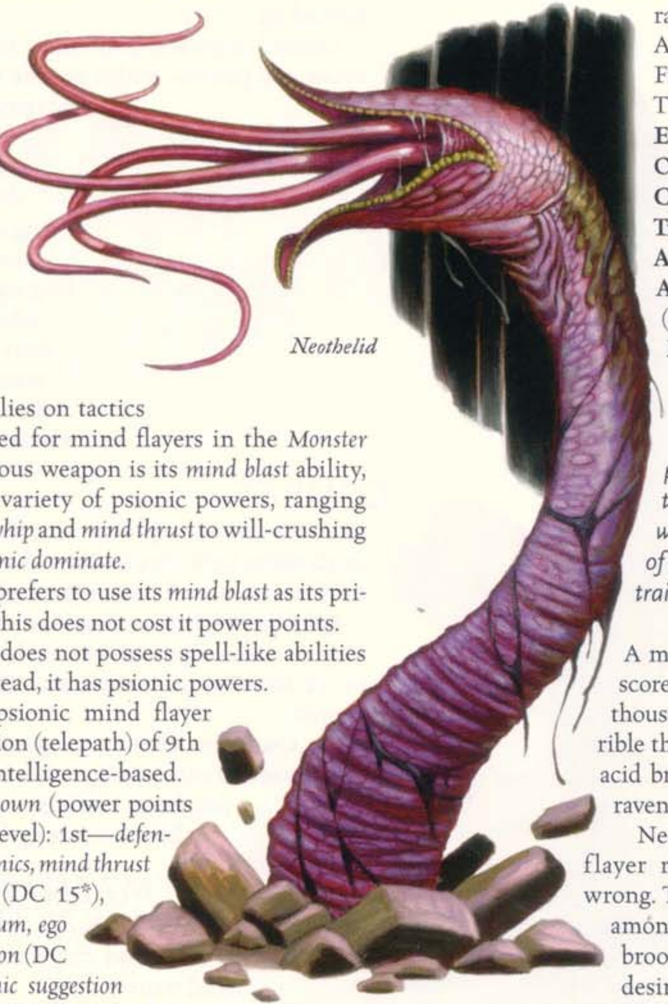
—Favored Class: Wilder.

—Level Adjustment: +0.

MIND FLAYER, PSIONIC

Denizens of the lightless deeps far below the surface world, mind flayers—or illithids, as they are also known—are perhaps the most infamous and widely feared of those creatures who wield mental powers. Mind flayers are described in detail in the *Monster Manual*, but mind flayers in a psionic campaign should be adjusted from the version appearing in the *Monster Manual* as follows.

Mind Flayer
Medium Aberration (Psionic)
Special Attacks: Extract, improved grab, *mind blast*, psionic powers
Special Qualities: Power resistance 25, telepathy 100 ft.
Skills: Bluff +11, Concentration +11, Disguise +3 (+5 acting), Hide +10, Knowledge (psionics) +12, Listen +11, Move Silently +10, Sense Motive +7, Spot +11, Use Psionic Device +7
Feats: Combat Manifestation, Improved Initiative, Weapon Finesse



Neothelid

COMBAT

A psionic mind flayer relies on tactics similar to those described for mind flayers in the *Monster Manual*. Its most dangerous weapon is its *mind blast* ability, but it also commands a variety of psionic powers, ranging from attacks such as *ego whip* and *mind thrust* to will-crushing compulsions such as *psionic dominate*.

A psionic mind flayer prefers to use its *mind blast* as its primary attack form, since this does not cost it power points.

A psionic mind flayer does not possess spell-like abilities of standard illithids. Instead, it has psionic powers.

Psionic Powers: A psionic mind flayer manifests powers as a psion (telepath) of 9th level. The save DCs are Intelligence-based.

Typical Psion Powers Known (power points 90, save DC 14 + power level): 1st—*defensive precognition, detect psionics, mind thrust* (DC 15*), *psionic charm* (DC 15*), *vigor*; 2nd—*body equilibrium, ego whip* (DC 16*), *id insinuation* (DC 16*), *psionic levitate, psionic suggestion* (DC 16*), *read thoughts* (DC 16*); 3rd—*body adjustment, dispel psionics, mental barrier*; 4th—*intellect fortress, psionic dimension door, psionic dominate* (DC 18*); 5th—*mind probe* (DC 19*), *psionic plane shift*.

*Power can be augmented.

NEOTHELID

Gargantuan Aberration (Psionic)
Hit Dice: 25d8+200 (312 hp)
Initiative: +2
Speed: 20 ft. (4 squares)
Armor Class: 28 (–4 size, –2 Dex, +24 natural), touch 4, flat-footed 28
Base Attack/Grapple: +18/+40
Attack: Tentacle rake +24 melee (2d6+10/19–20)
Full Attack: 4 tentacle rakes +24 melee (2d6+10/19–20)
Space/Reach: 30 ft./30 ft.
Special Attacks: Breath weapon, improved grab, psi-like abilities, swallow whole
Special Qualities: Blindsight 100 ft., damage reduction 5/–, power resistance 25
Saves: Fort +16, Ref +6, Will +16
Abilities: Str 30, Dex 7, Con 27, Int 16, Wis 15, Cha 20
Skills: Climb +38, Knowledge (psionics) +31, Listen +30, Psicraft +31, Spot +30
Feats: Cleave, Improved Critical (tentacle rake), Improved Initiative, Power Attack, Psionic Endowment, Psionic Fist, Psionic Meditation, Speed of Thought, Wild Talent
Environment: Underground
Organization: Solitary
Challenge Rating: 15
Treasure: Standard
Alignment: Always lawful evil
Advancement: 26–45 HD (Colossal)
Level Adjustment: —

This creature is a slime-covered, tentacled worm of dragonlike proportions. Four 25-foot-long tentacles sprout from its eyeless head, writhing around a lampreylike mouth of nightmarish size. A revolting mucus trail marks the wake of the horror.

A mature neothelid is a gigantic worm scores of feet long and weighing tens of thousands of pounds. Only slightly less terrible than being dissolved by the creature's acid breath is being pulled whole into its ravenous maw.

Neothelids are a rare result of the mind flayer reproductive cycle gone horribly wrong. Their very existence is a taboo topic among illithids. For their part, neothelids brood in darkness, minds abubble with desires too insane to record. Although they understand Undercommon, they rarely communicate in a meaningful way.

COMBAT

In battle, a neothelid forms its body into a coil 30 feet across. Its favored tactic is liquefying foes with its breath weapon. Against more distant opponents it may use psionics, while its tentacles make short work of closer ones.

Breath Weapon (Su): Cone of acid 50 feet long, once every 1d4 rounds; damage 14d10 acid, Reflex half DC 30.

Improved Grab (Ex): To use this ability, a neothelid must hit a creature with two tentacles during the same attack. If it gets a hold, it automatically deals tentacle damage and can attempt to swallow the foe.

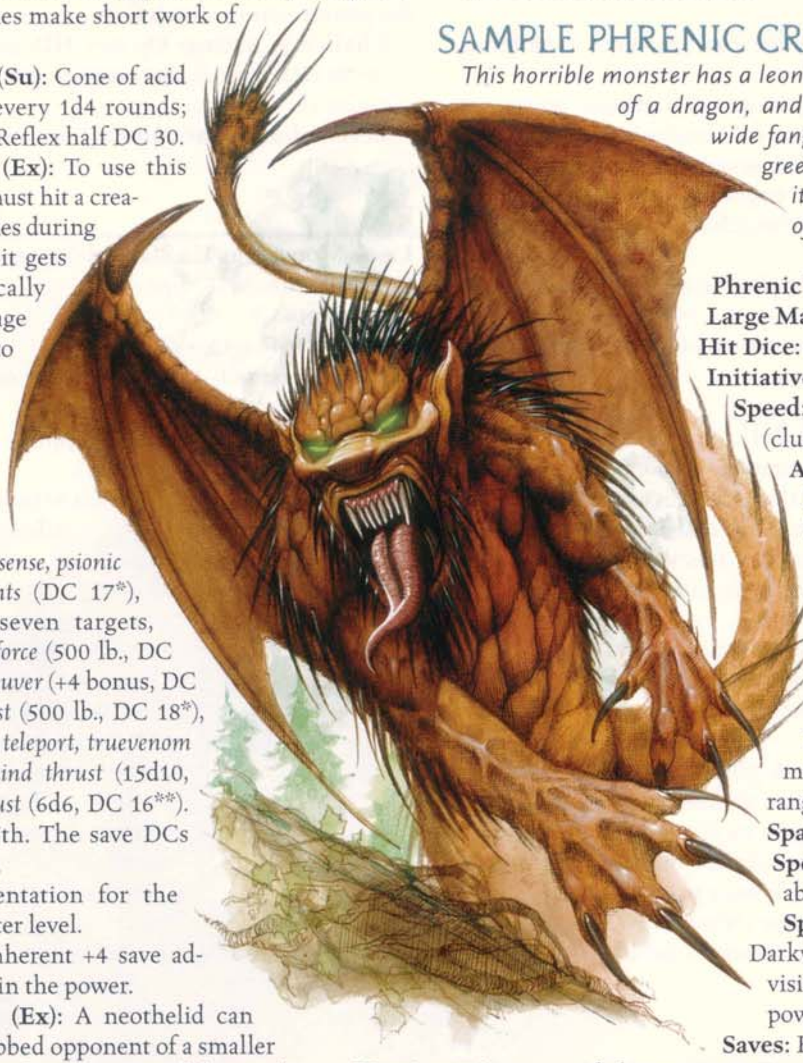
Psi-Like Abilities: At will—*body equilibrium, psionic charm* (all targets, duration 15 days, DC 21*), *clairvoyant sense, psionic levitate, read thoughts* (DC 17*), *psionic suggestion* (seven targets, DC 17*), *telekinetic force* (500 lb., DC 18*), *telekinetic maneuver* (+4 bonus, DC 19*), *telekinetic thrust* (500 lb., DC 18*), *psionic teleport, trace teleport, truevenom* (DC 19); 3/day—*mind thrust* (15d10, DC 23*), *psychic thrust* (6d6, DC 16**). Manifester level 15th. The save DCs are Charisma-based.

*Includes augmentation for the neothelid's manifester level.

**Includes the inherent +4 save adjustment described in the power.

Swallow Whole (Ex): A neothelid can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d8+15 points of crushing damage plus 2d6 points of acid damage per round from stomach secretions. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the stomach (AC 22). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A neothelid's interior can hold 1 Huge, 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

Blindsight (Ex): A neothelid can use nonvisual means to ascertain all foes within 100 feet as a sighted creature would.



Phrenic manticore

Illus. by W. England

PHRENIC CREATURE

Seemingly no different from standard examples of their kind, phrenic creatures harbor mental might.

Monsters who naturally possess psionic ability, such as mind flayers, are not found as phrenic creatures. Phrenic creatures are freaks among their kind, otherwise normal creatures whose minds are more powerful than those of their fellows. Similarly, creatures who advance by character class are usually not phrenic creatures—they simply take levels in a psionic class to hone their mental powers.

SAMPLE PHRENIC CREATURE

This horrible monster has a leonine body, the batlike wings of a dragon, and a humanoid head with a wide fang-filled maw. Its eyes glow green with psychic energy, and its long tail ends in a cluster of iron spikes.

Phrenic Manticore
Large Magical Beast (Psionic)
Hit Dice: 6d10+24 (57 hp)
Initiative: +2
Speed: 30 ft. (6 squares), fly 50 ft. (clumsy)
Armor Class: 17 (–1 size, +2 Dex, +6 natural) touch 11, flat-footed 15
Base Attack/Grapple: +6/+15
Attack: Claw +10 melee (2d4+5) or 6 spikes +8 ranged (1d8+2/19–20)
Full Attack: 2 claws +10 melee (2d4+5) and bite +8 melee (1d8+2); or 6 spikes +8 ranged (1d8+2/19–20)
Space/Reach: 10 ft./5 ft.
Special Attacks: Psi-like abilities, spikes
Special Qualities: Darkvision 60 ft., low-light vision, naturally psionic, power resistance 16, scent
Saves: Fort +9, Ref +7, Will +4
Abilities: Str 20, Dex 15, Con 19, Int 9, Wis 14, Cha 13
Skills: Listen +6, Spot +10, Survival +2
Feats: Flyby Attack, Multiattack, Track^{B}, Weapon Focus (spikes)
Environment: Warm marshes
Organization: Solitary, pair, or pride (3–6)
Challenge Rating: 7
Treasure: Standard
Alignment: Usually lawful evil
Advancement: 7–16 HD (Large); 17–18 HD (Huge)
Level Adjustment: +5 (cohort)

A phrenic manticore is a ferocious predator that hunts with the formidable power of both its mind and its body.

Combat

Like a nonpsionic manticore, a phrenic manticore often attacks from the air, slaying its foes with volleys of tail spikes. It uses its mental powers to help it stalk and ambush its prey.

Psi-Like Abilities: 3/day—*defensive precognition* (+2 insight bonus*), *empty mind* (+4 bonus*), *mind thrust* (6d10, DC 14*); 1/day—*body adjustment* (3d12*), *brain lock* (all except aberrations, dragons, elementals and outsiders, DC 13*), *force screen* (+5 AC*). Manifester level 6th. The save DCs are Charisma-based.

*Includes augmentation for the creature's manifester level.

Spikes (Ex): With a snap of its tail, a phrenic manticore can loose a volley of six spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only twenty-four spikes in any 24-hour period.

Naturally Psionic (Ex): A phrenic manticore has 1 power point.

Skills: Phrenic manticores have a +4 racial bonus on Spot checks.

CREATING A PHRENIC CREATURE

"Phrenic" is an inherited template that can be added to any nonmindless creature that does not already have the psionic subtype (referred to hereafter as the "base creature"). A phrenic creature uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type does not change, unless it is an animal (in which case it becomes a magical beast [augmented animal]). It gains the psionic subtype.

Psi-Like Abilities (Sp): A phrenic creature possesses the psi-like abilities indicated below, depending on its Hit Dice. The abilities are cumulative. Unless otherwise noted, an ability is usable once per day. Manifester level is equal to the creature's HD. The save DCs for a phrenic creature's psi-like abilities are Charisma-based.

HD	Abilities
1–2	3/day—*defensive precognition;* 1/day—*force screen*
3–4	3/day—*empty mind, mind thrust*
5–6	1/day—*body adjustment, brain lock*
7–8	1/day—*aversion, blast*
9–10	3/day—*intellect fortress;* 1/day—*psychic crush*
11–12	1/day—*psionic dominate*
13–14	1/day—*energy current, tower of iron will*
15–16	3/day—*psionic teleport*
17–18	1/day—*fission*
19–20	1/day—*ultrablast*

Special Qualities: A phrenic creature has all the special qualities of the base creature, plus the following special qualities.

Naturally Psionic: A phrenic creature gains 1 bonus power point.

Power Resistance (Ex): A phrenic creature has power resistance equal to its Hit Dice +10.

Abilities: Increase from the base creature as follows: Int +2 (if Int is 3 or greater), Wis +2, Cha +4.

Feats: A phrenic creature can take psionic feats, if it meets the prerequisites for such feats.

Challenge Rating: Up to 5 HD, same as base creature +1; 6–10 HD, same as base creature +2; 11+ HD, same as base creature +3.

Level Adjustment: Same as base creature +2.

PHTHISIC

Large Monstrous Humanoid (Psionic)

Hit Dice: 6d8+30 (57 hp)

Initiative: +5

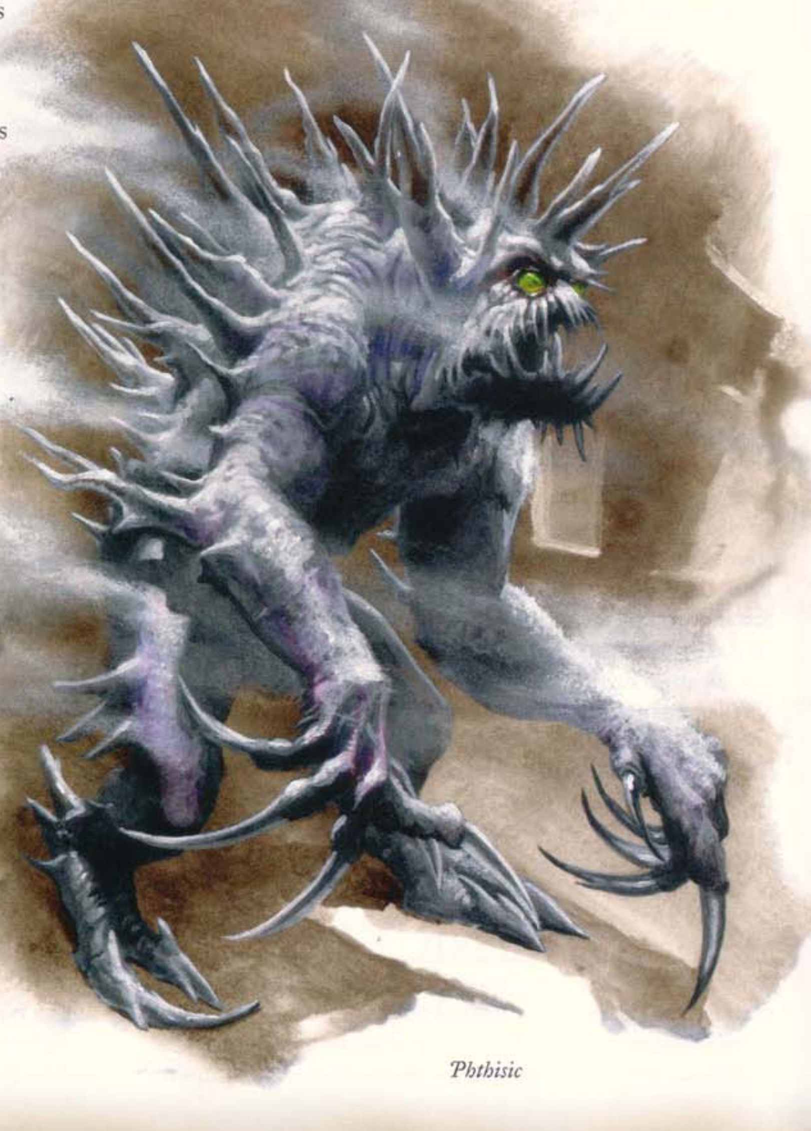
Speed: 30 ft. (6 squares)

Armor Class: 18 (–1 size, +1 Dex, +8 natural), touch 10, flat-footed 17

Base Attack/Grapple: +6/+16

Attack: Claw +11 melee (1d6+6)

Full Attack 2 claws +11 melee (1d6+6) and bite +6 melee (1d6+3 plus mind feed)



Phthisic

Illus. by L. Grant-West

Space/Reach: 10 ft./10 ft.
Special Attacks: Mind feed, psi-like abilities
Special Qualities: Damage reduction 10/magic, darkvision 60 ft., regeneration 5, resistance to cold 10, scent
Saves: Fort +9, Ref +6, Will +8
Abilities: Str 23, Dex 12, Con 21, Int 10, Wis 16, Cha 16
Skills: Listen +11, Move Silently +7, Spot +11
Feats: Alertness, Great Fortitude, Improved Initiative
Environment: Any
Organization: Solitary or gang (2–4)
Challenge Rating: 6
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 7–12 HD (Large); 13–18 HD (Huge)
Level Adjustment: —

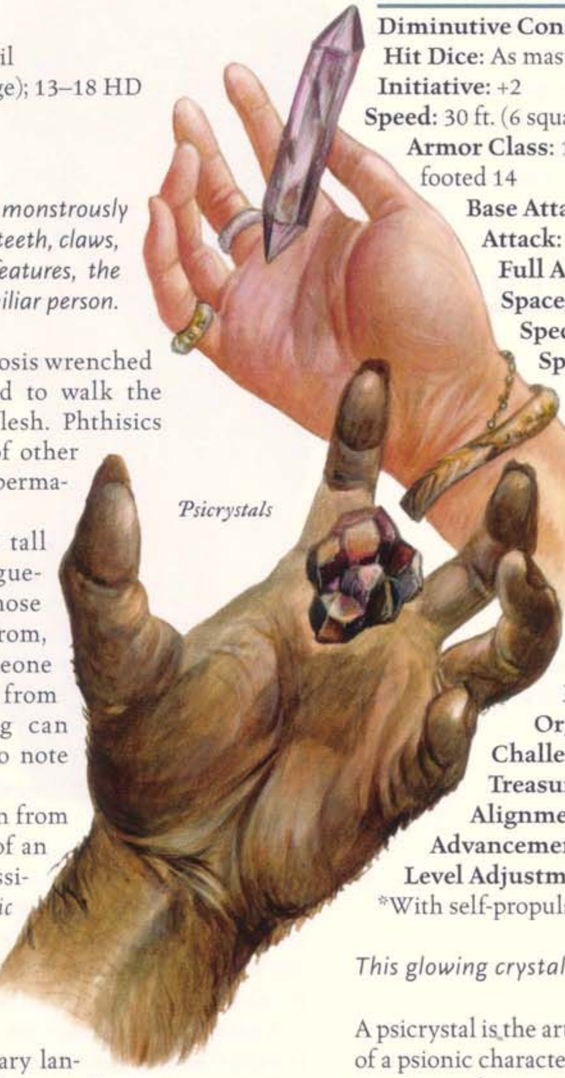
This 10-foot-tall humanoid is monstrously distorted. Despite its daggerlike teeth, claws, hoarfrost hide, and distorted features, the creature almost looks like a familiar person.

A phthisic is a repressed neurosis wrenched from the subconscious mind to walk the world in living, breathing flesh. Phthisics feed on the mental energy of other beings, leaving their victims permanently damaged.

A phthisic stands 10 feet tall and weighs 600 pounds. It vaguely resembles the person whose mind the phthisic escaped from, but is severely distorted (someone who knows the individual from whom the phthisic sprung can make a DC 25 Spot check to note the resemblance).

A phthisic is initially drawn from a troubled psyche by means of an unknown psionic power, possibly a twisted version of *psychic chirurgery*. Once free, it is an independent creature and may very well attack its progenitor.

A phthisic speaks the primary language of the mind that birthed it, usually Common.


Psicrystals

COMBAT

Born of a damaged mind, a phthisic constantly craves the sweet nectar of sanity to soothe its mental torment, if only for a while. As it feeds on a living being's intelligence, the victim experiences a sensation of deadly chill.

Mind Feed (Ex): A phthisic that hits with its bite attack deals 1d4 points of Intelligence damage. If this effect reduces the opponent's Intelligence score to 0, the ability damage becomes ability drain.

Psi-Like Abilities: 3/day—*brain lock* (affects animals, fey, giants, humanoids, magical beasts, and monstrous humanoids, DC 15*), *dimension slide*, *ego whip* (1d4, DC 15*), *mental barrier*, *mind thrust* (ML 4th, 4d10, DC 15*), *skate*; 1/day—*body adjustment* (heal 1d12*), *catapsi* (DC 18). Manifester level 6th. The save DCs are Charisma-based.

*Includes augmentation for the phthisic's manifester level.

Regeneration (Ex): Fire and acid deal normal damage to a phthisic.

PSICRYSTAL

Diminutive Construct
Hit Dice: As master's HD (hp 1/2 master's)
Initiative: +2
Speed: 30 ft. (6 squares), climb 20 ft.*
Armor Class: 16 (+4 size, +2 Dex*), touch 16, flat-footed 14
Base Attack/Grapple: +0/–17
Attack: —
Full Attack: —
Space/Reach: 1 ft./0 ft.
Special Attacks: —
Special Qualities: Construct traits, hardness 8, psicrystal granted abilities (improved evasion, personality, self-propulsion, share powers, sighted, telepathic link)
Saves: As master's saves
Abilities: Str 1*, Dex 15*, Con —, Int 6, Wis 10, Cha 10
Skills: Climb +14*, Listen +6, Move Silently +6, Search +2, Spot +6
Feats: Alertness
Environment: Any
Organization: Solitary
Challenge Rating: Included with master
Treasure: None
Alignment: As master
Advancement: —
Level Adjustment: —
*With self-propulsion ability activated.

This glowing crystal is the size of a small human hand.

A psicrystal is the artificial externalization of a small portion of a psionic character's consciousness. It is found only as the creation and companion of a psion, wilder, or character with similar abilities.

The psicrystal described here is that of a 1st-level manifester.

COMBAT

A psicrystal's characteristics depend on its master. Its Hit Dice are equal to its master's Hit Dice (counting only levels in psion or wilder), its hit points are equal to half its master's, and its saving throw bonuses are the same as its master's.

Construct Traits: A psicrystal has immunity to poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that

Illus. by M. Moore

requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired. Psicrystals do not have the usual construct traits of darkvision and low-light vision.

Psicrystal Granted Abilities: The psicrystal described here has the special abilities of self-propulsion, alertness, improved evasion, share powers, telepathic link, sighted, and personality, as described in Chapter 2 starting on page 21. (If its master chooses not to activate the self-propulsion ability, the psicrystal reverts to a speed of 0 feet and has no Strength score and no Dexterity score.)

Skills: A psicrystal (with its self-propulsion ability activated) uses its Dexterity modifier instead of its Strength modifier on Climb checks. It has a +8 racial bonus on Climb checks and can always choose to take 10, even if rushed or threatened.

PSION-KILLER

Large Construct
Hit Dice: 15d10+30 (112 hp)
Initiative: +0
Speed: 20 ft. (4 squares)
Armor Class: 28 (–1 size, +19 natural), touch 9, flat-footed 28
Base Attack/Grapple: +11/+25
Attack: Slam +20 melee (2d10+10)
Full Attack: 2 slams +20 melee (2d10+10)
Space/Reach: 10 ft./10 ft.
Special Attacks: Dispel psionics
Special Qualities: Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to psionics, low-light vision
Saves: Fort +5, Ref +5, Will +5
Abilities: Str 31, Dex 10, Con —, Int —, Wis 11, Cha 1
Skills: —
Feats: —
Environment: Any
Organization: Solitary or gang (2–4)
Challenge Rating: 12
Treasure: None
Alignment: Always neutral
Advancement: 16–21 HD (Large); 22–45 (Huge)
Level Adjustment: —

This creature stands nearly 10 feet tall and is grown or carved from blood-red crystal. Sharp, serrated facets increase the deadly appearance of its already ominous form.

A psion-killer (also called a crystal golem) is 9-1/2 feet tall and weighs around 2,500 pounds. Its body is composed of sharply faceted crystal.

Despite their psion-specific name, these golems are created to be the bane of all psionic creatures and characters. Their crystal bodies are sometimes carved with symbols promising death to psionic beings and often also bear utilitarian psionic tattoos.

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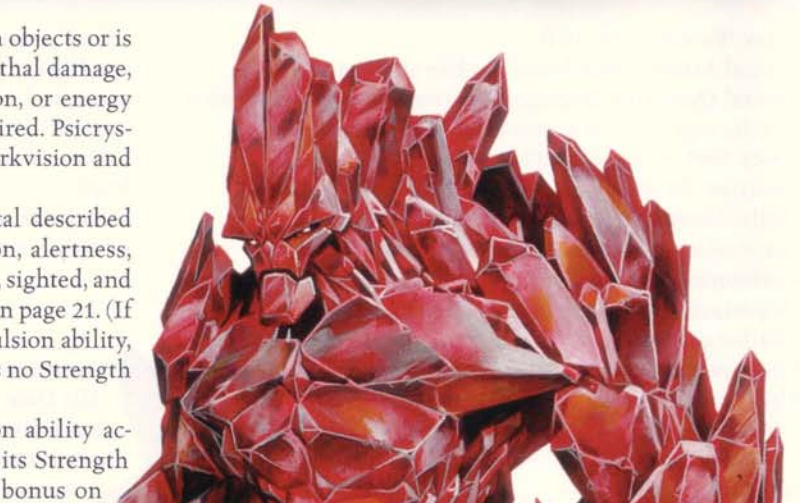


Psion-killer

COMBAT

A psion-killer does nothing without explicit orders from its creator. It follows instructions literally and is incapable of any strategy or tactics. Psion-killers don't use weapons, even if ordered to, but always strike with their fists.

A psion-killer's creator can command it if the psion-killer is within 60 feet and can see and hear its creator. If uncommanded, a psion-killer usually follows its last instruction to the best of its ability, though if attacked it returns the attack. Its creator can give a psion-killer a simple command to govern its actions in his or her absence, such as "Remain in this area and attack all creatures that enter."

Dispel Psionics (Su): A psion-killer can use *dispel psionics* as a free action once per round. The effect is as an area dispel in a 30-foot-radius burst. The dispel check is 1d20+10.

Construct Traits: A psion-killer has immunity to poison, *sleep* effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

Immunity to Psionics (Ex): Psion-killers completely resist psionic effects that are subject to power resistance.

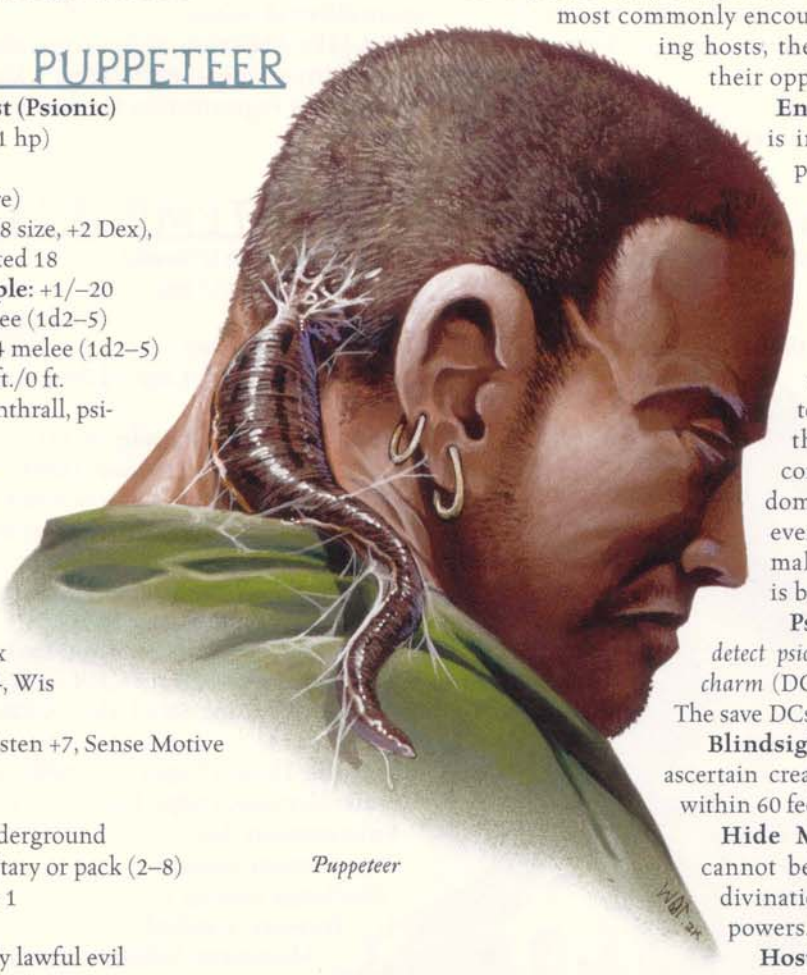
CONSTRUCTION

A psion-killer's body is constructed from massive blocks of quartz crystal with a total weight of at least 5,000 pounds and costing at least 8,000 gp. Assembling the body requires a DC 20 Craft (sculpting) check or a DC 20 Craft (stonemasonry) check.

ML 16th; Craft Construct, *bend reality, dispel psionics, fabricate, mind seed*, manifester must be at least 16th level; Price 150,000 gp; Cost 79,000 gp + 5,680 XP.

PUPPETEER

Fine Magical Beast (Psionic)
Hit Dice: 1/4 d10 (1 hp)
Initiative: +2
Speed: 5 ft. (1 square)
Armor Class: 20 (+8 size, +2 Dex), touch 20, flat-footed 18
Base Attack/Grapple: +1/–20
Attack: Bite +4 melee (1d2–5)
Full Attack: Bite +4 melee (1d2–5)
Space/Reach: 1/2 ft./0 ft.
Special Attacks: Enthrall, psi-like abilities
Special Qualities: Blindsight 60 ft., host protection, telepathy 20 ft.
Saves: Fort +2, Ref +4, Will +5
Abilities: Str 1, Dex 15, Con 11, Int 14, Wis 16, Cha 14
Skills: Hide +22, Listen +7, Sense Motive +7, Spot +7
Feats: Iron Will
Environment: Underground
Organization: Solitary or pack (2–8)
Challenge Rating: 1
Treasure: None
Alignment: Usually lawful evil
Advancement: —
Level Adjustment: —



Puppeteer

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This four-inch-long leech is dark brown, possessing no discernible anatomy or sensory organs.

Puppeteers are psionic parasites that vicariously experience the lives of their victims by taking control of their minds.

Once a puppeteer establishes control over a victim (now called a host), it attaches to the host's skin in a spot hidden by fur, hair, or clothing. It draws nutrients from the host's blood, but since it is so small, its requirements are minimal. Only when twenty or more puppeteers ride a single host—a rare occurrence—is the host's health directly threatened.

Puppeteers seek to secretly infect the societies of other creatures and take control of them so as to ensure a continuous supply of bodies. They do not speak, though they can speak indirectly using a host body's vocal cords, in whatever language the host knows (usually Common).

COMBAT

Puppeteers use their psionic powers in conjunction with their enthrall ability to gain control over potential hosts. Once it is in control, a puppeteer almost exclusively relies on the host's mental and physical abilities, although it can use its own powers to enhance their effectiveness in a particularly dangerous situation. Puppeteers are most commonly encountered when secretly riding hosts, their presence hidden from their opponents.

Enthrall (Ex): If a puppeteer is in physical contact with a person it has charmed (the puppeteer establishes a physical hold by means of slender infiltrating tendrils), the subject acts as if dominated. (Puppeteers often seek to charm victims first and then "ask" to be picked up.) So long as the puppeteer remains in contact with the victim, the domination remains in effect, even if a check would normally indicate that the effect is broken.

Psi-Like Abilities: 3/day—*detect psionics, mental barrier, psionic charm* (DC 13). Manifester level 1st. The save DCs are Charisma-based.

Blindsight (Ex): A puppeteer can ascertain creatures by nonvisual means within 60 feet.

Hide Mind (Su): A puppeteer cannot be identified as psionic by divination spells or clairsentience powers.

Host Protection (Ex): A puppeteer in control of a host is treated as an attended magic item for the purpose of making saving throws, even if the puppeteer is specifically targeted.

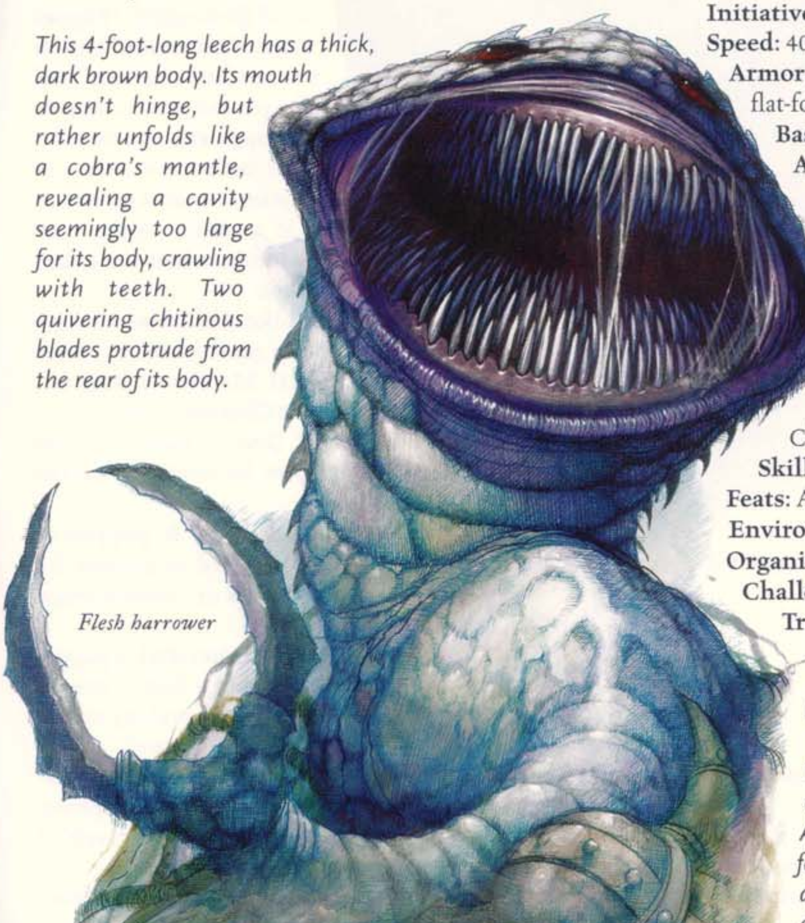
A puppeteer that is attached to its host is treated as a creature in a grapple for the purpose of striking at the puppeteer instead of the host (but the host is not considered grappled in turn).

Telepathy (Su): A puppeteer can communicate telepathically with any creature within 20 feet that has a language.

PUPPETEER, FLESH HARROWER

Small Magical Beast (Psionic)
Hit Dice: 3d10+15 (31 hp)
Initiative: +3
Speed: 20 ft. (4 squares)
Armor Class: 16 (+3 Dex, +3 natural), touch 13, flat-footed 13
Base Attack/Grapple: +3/+1
Attack: Bite +6 melee (1d6+2)
Full Attack: Bite +6 melee (1d6+2) and 2 tail blades +1 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Psi-like abilities
Special Qualities: Blindsight 60 ft., telepathy 20 ft.
Saves: Fort +8, Ref +6, Will +4
Abilities: Str 14, Dex 17, Con 21, Int 11, Wis 12, Cha 12
Skills: Hide +10, Move Silently +6, Listen +6, Spot +6
Feats: Alertness, Iron Will
Environment: Underground
Organization: Solitary or cluster (2–5)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 4–6 HD (Small); 7–9 HD (Medium)
Level Adjustment: —

This 4-foot-long leech has a thick, dark brown body. Its mouth doesn't hinge, but rather unfolds like a cobra's mantle, revealing a cavity seemingly too large for its body, crawling with teeth. Two quivering chitinous blades protrude from the rear of its body.



Flesh harrower

Illus. by W. England

Regular puppeteers (see above) are psionic parasites that directly control the minds of their hosts. But sometimes, a more direct method of subjugation requires violence, in the form of flesh harrowers (also called dire puppeteers).

Though it is little understood, the life cycle of a regular puppeteer involves laying tiny eggs. At its option, a puppeteer can mentally manipulate any egg to produce a dire puppeteer instead of the standard, smaller version. Though unendowed with the ability to control the minds of others, a dire puppeteer can often simply slay a threat directly.

COMBAT

Flesh harrowers use their psionic powers to enhance their deadly effectiveness in combat, and their *mental barrier* power to increase their chance of avoiding harm. If close to defeat, the creature flees, using its *hustle* power for a more effective retreat.

Psi-Like Abilities: 3/day—*concealing amorpha, hustle, mental barrier;* 1/day—*vigor* (+15 hp*). Manifester level 3rd.

*Includes augmentation for the flesh harrower's manifester level.

TEMPORAL FILCHER

Large Aberration (Psionic)
Hit Dice: 8d8+16 (52 hp)
Initiative: +7
Speed: 40 ft. (8 squares)
Armor Class: 15 (–1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple: +6/+11
Attack: Claw +6 melee (1d6+1)
Full Attack: 4 claws +6 melee (1d6+1) and bite +1 melee (1d8) and horn +1 melee (1d4)
Space/Reach: 10 ft./10 ft.
Special Attacks: Improved grab, psi-like abilities, time filch
Special Qualities: Darkvision 60 ft.
Saves: Fort +4, Ref +5, Will +7
Abilities: Str 13, Dex 17, Con 14, Int 7, Wis 12, Cha 14
Skills: Listen +7, Spot +7, Tumble +6
Feats: Alertness, Dodge, Improved Initiative
Environment: Any
Organization: Solitary
Challenge Rating: 3
Treasure: Standard
Alignment: Usually evil (any)
Advancement: 9–15 HD (Large)
Level Adjustment: —

The baglike body of this 8-foot-tall creature balances on a single, powerful leg that ends in a prehensile foot. A single horn grows from the top. The creature has four eyes and a large mouth. Four long, multijointed arms extend from the body, each ending in cruelly clawed hands.

Temporal filchers are hunters that use their psionic abilities to "bump" prey ahead in time—a disorienting tactic that prevents the prey's companions (if any) from providing aid.

Temporal filchers are offshoots of ethereal filchers (see the *Monster Manual*), though more aggressive and larger. A temporal filcher is yellowish with gray and blue markings.

Temporal filchers do not speak.

COMBAT

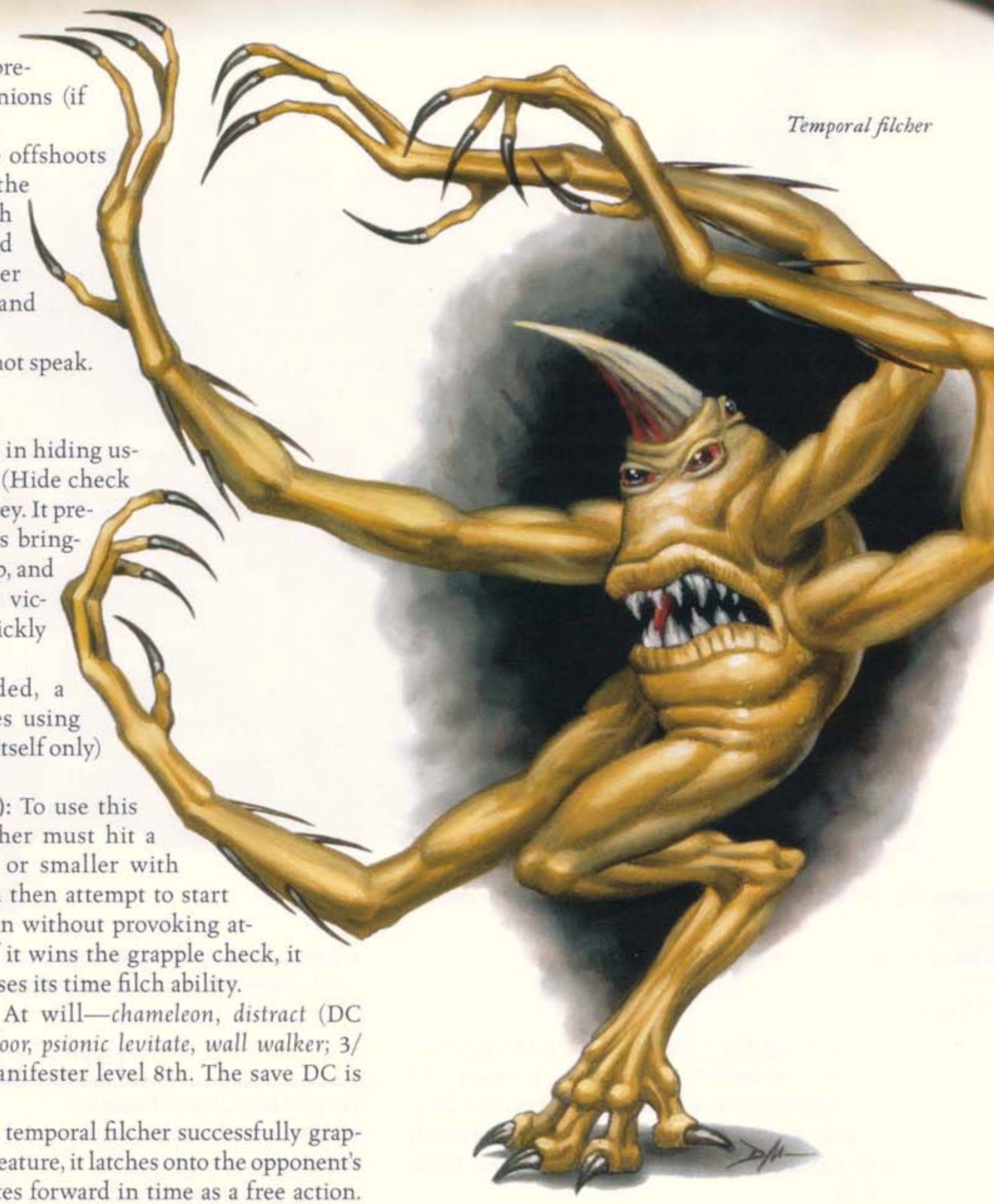
A temporal filcher lurks in hiding using its *chameleon* power (Hide check +9), waiting for likely prey. It prefers to ambush creatures bringing up the rear of a group, and attempts to surprise its victim. It then retreats quickly into the near future.

When badly wounded, a temporal filcher escapes using its time filch ability (on itself only) or *psionic dimension door.*

Improved Grab (Ex): To use this ability, a temporal filcher must hit a creature of Large size or smaller with two claw attacks. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and uses its time filch ability.

Psi-Like Abilities: At will—*chameleon*, *distract* (DC 13), *psionic dimension door, psionic levitate, wall walker;* 3/day—*mental barrier.* Manifester level 8th. The save DC is Charisma-based.

Time Filch (Su): If a temporal filcher successfully grapples a Large or smaller creature, it latches onto the opponent's body and shifts 7 minutes forward in time as a free action. Observers (if any) see the temporal filcher and its prey disappear in a shimmer, then reappear 7 minutes later in exactly the orientation and condition they left. For the filcher and its prey, no time passes at all. The victim must succeed on a Will save (DC 16) or be dazed for 1 round from temporal disorientation. The ability is otherwise identical to *time hop* manifested by an 8th-level manifester.



Temporal filcher

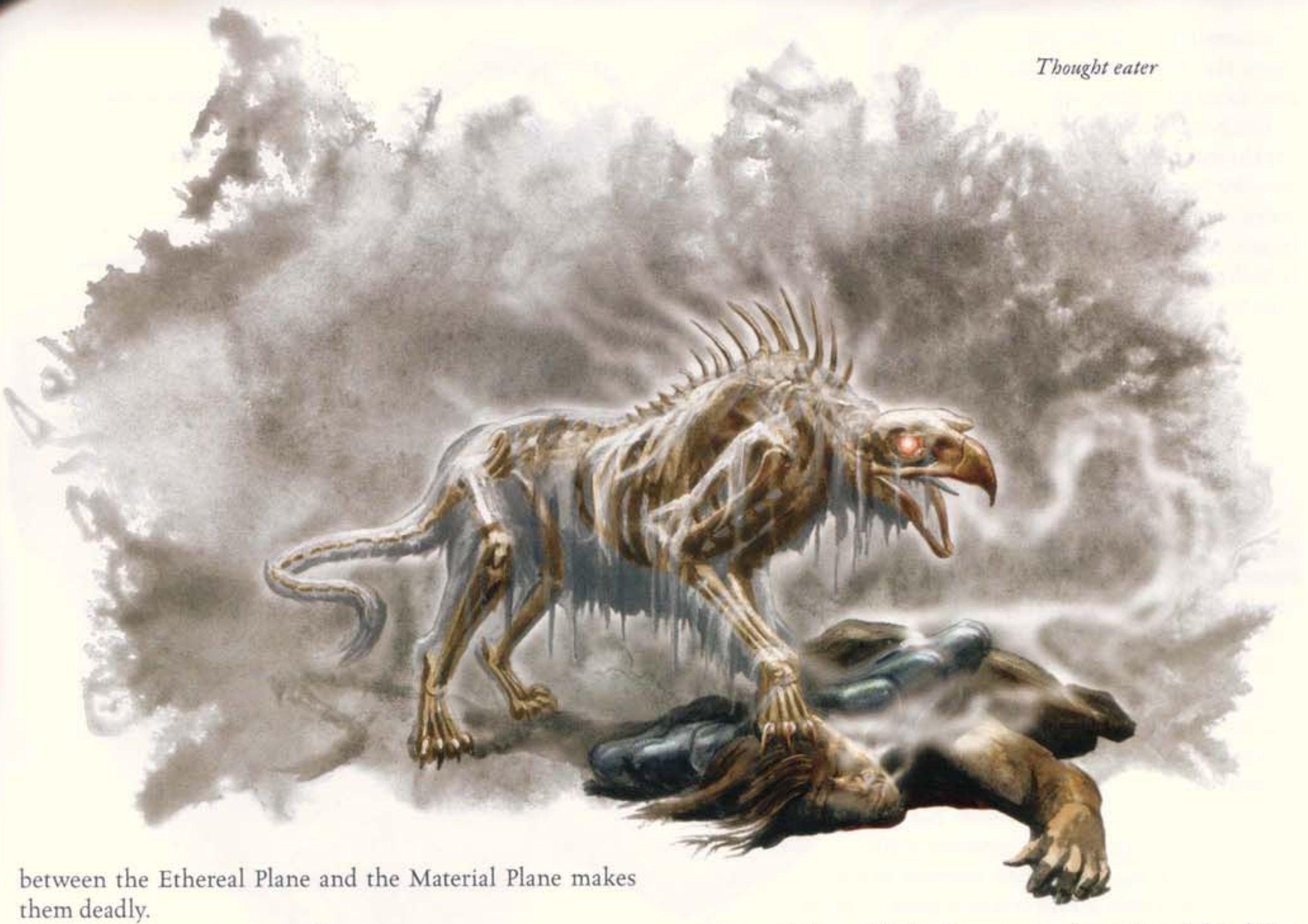
Illus. by D. Martin

THOUGHT EATER

Small Aberration (Psionic)
Hit Dice: 3d8 (13 hp)
Initiative: +8
Speed: 40 ft. (8 squares)
Armor Class: 17 (+1 size, +4 Dex, +2 natural), touch 15, flat-footed 13
Base Attack/Grapple: +2/–1
Attack: +4 melee touch (eat thoughts)
Full Attack: +4 melee touch (eat thoughts)
Space/Reach: 5 ft./5 ft.
Special Attacks: Eat thoughts, psi-like abilities
Special Qualities: Darkvision 60 ft., ethereal jaunt
Saves: Fort +1, Ref +5, Will +4
Abilities: Str 12, Dex 18, Con 11, Int 7, Wis 12, Cha 14
Skills: Hide +10, Listen +5, Spot +5
Feats: Alertness, Improved Initiative
Environment: Ethereal Plane
Organization: Solitary or group (1–3)
Challenge Rating: 2
Treasure: None
Alignment: Usually neutral
Advancement: 4–6 HD (Small)
Level Adjustment: —

This 3-foot-long creature has flesh of wispy ethereal protomatter, through which its skeleton is easily seen. It has the lines of a predatory feline with the skull and claws of a cruel bird of prey.

Thought eaters are bizarre creatures that subsist on the mental energy of material beings. Their ability to move quickly



Thought eater

Illus. by L. Grant-West

between the Ethereal Plane and the Material Plane makes them deadly.

Thought eaters do not speak.

COMBAT

A thought eater lurks on the Ethereal Plane waiting for an intelligent creature—or better yet, a psionic creature—to happen by. Upon locating one, it shifts to the Material Plane, attempting to catch its victim unawares. After a successful attack, a thought eater quickly retreats to the Ethereal Plane to digest the meal.

A thought eater can spend a maximum of 10 continuous rounds on the Material Plane before its wispy flesh finally dissipates and it falls dead. If badly wounded, it escapes to the Ethereal Plane rather than continuing the fight.

Eat Thoughts (Su): A thought eater can drain psionic power points with a successful melee touch attack. Each touch drains 6 power points from the opponent (or fewer, if the opponent has fewer than 6 points remaining). Against a nonpsionic creature or a psionic creature that currently has no power points, this touch attack instead deals 1 point of Intelligence damage, which provides nourishment equivalent to 6 power points.

A thought eater requires 12 power points per day to survive but will gorge itself on weak prey.

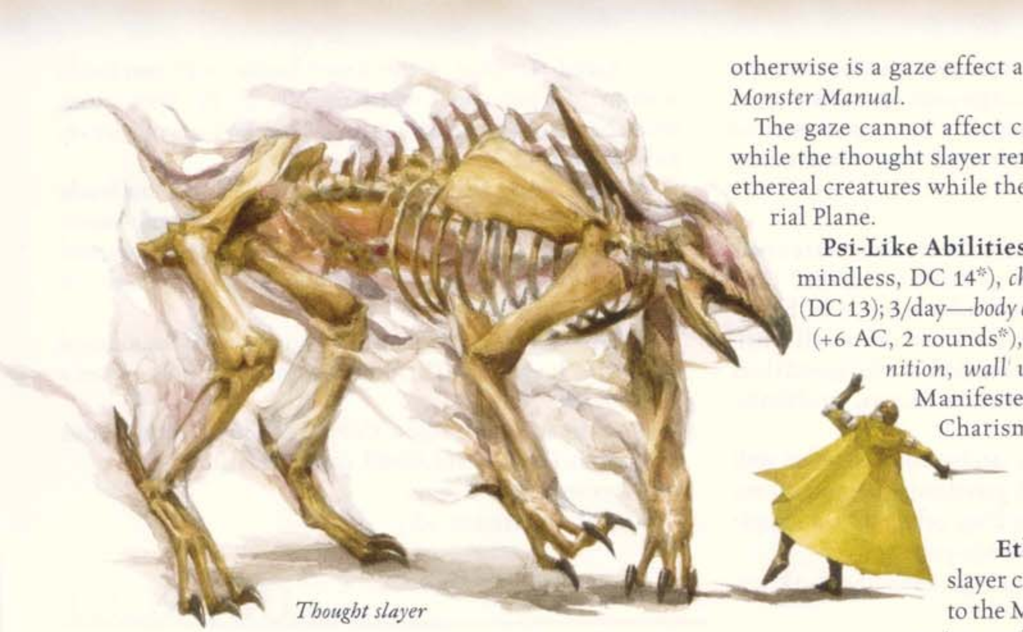
Psi-Like Abilities: At will—*detect psionics*, *distract* (DC 13), *precognition*, *psionic daze* (DC 13*); 3/day—*thought shield*. Manifester level 3rd. The save DCs are Charisma-based.

*Includes augmentation for the thought eater's manifester level.

Ethereal Jaunt (Su): A thought eater can shift from the Ethereal Plane to the Material Plane as part of any move action, and then shift back again as a free action. The ability is otherwise identical to the *psionic ethereal jaunt* power.

THOUGHT SLAYER

Huge Aberration (Psionic)
Hit Dice: 14d8+70 (133 hp)
Initiative: +1
Speed: 50 ft. (10 squares)
Armor Class: 23 (–2 size, +1 Dex, +14 natural), touch 9, flat-footed 22
Base Attack/Grapple: +10/+26
Attack: Bite +17 melee (3d6+12)
Full Attack: Bite +17 melee (3d6+12)
Space/Reach: 15 ft./15 ft.
Special Attacks: Mind-consuming gaze, psi-like abilities
Special Qualities: Darkvision 60 ft., ethereal jaunt, power resistance 21
Saves: Fort +11, Ref +5, Will +10
Abilities: Str 26, Dex 13, Con 21, Int 7, Wis 12, Cha 15
Skills: Climb +12, Jump +20, Listen +7, Spot +8
Feats: Alertness, Cleave, Great Fortitude, Power Attack, Weapon Focus (bite)
Environment: Ethereal Plane
Organization: Solitary or pack (2–4)
Challenge Rating: 13
Treasure: Standard
Alignment: Often chaotic neutral
Advancement: 15–28 HD (Huge)
Level Adjustment: —



Thought slayer

The flesh of this hulking creature continuously streams away like mist in a strong wind. Through its proto-flesh, vague organs and a powerful skeleton are visible. It has the lines of a huge predatory feline with the skull and claws of a gargantuan bird of prey. Its eyes glow with an eerie, pale luminescence.

Thought slayers are a breed of thought eater (see above) that has fared far better on the evolutionary ladder than its lesser kin. A thought slayer also subsists on the mental energy of material beings, but it merely need meet the eye of its prey to utterly consume the victim's mind. Like thought eaters, thought slayers can quickly move between the Ethereal Plane and the Material Plane.

Thought slayers do not speak.

COMBAT

A thought slayer lurks on the Ethereal Plane waiting for an intelligent creature—or better yet, a psionic creature—to happen by. Upon locating one, it shifts to the Material Plane, attempting to catch its victim's eye. After successfully consuming a mind, the creature quickly retreats to the Ethereal Plane to digest the meal.

A thought slayer can spend a maximum of 10 continuous minutes on the Material Plane before its wispy flesh finally dissipates and it falls dead. If badly wounded, it escapes to the Ethereal Plane rather than continuing the fight.

Mind-Consuming Gaze (Su): Instantly kill (by draining the mind away), range 30 feet, Fortitude DC 19 negates. The save DC is Charisma-based. This is considered a mind-affecting death effect. If a thought slayer's gaze is met indirectly (such as through a mirror or a reflection in water), the opponent does not die on a failed save but instead is dazed for 14 rounds. This otherwise is a gaze effect as described on page 309 of the *Monster Manual*.

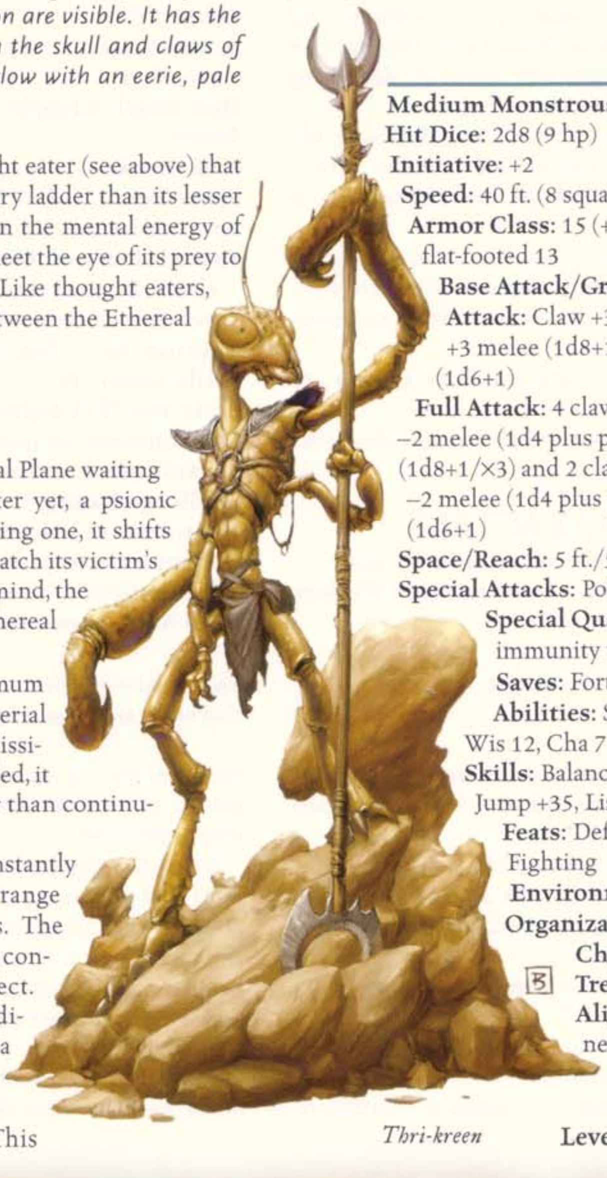
The gaze cannot affect creatures on the Material Plane while the thought slayer remains ethereal, but it can affect ethereal creatures while the thought slayer is on the Material Plane.

Psi-Like Abilities: At will—*brain lock* (any nonmindless, DC 14*), *chameleon, detect psionics, distract* (DC 13); 3/day—*body adjustment* (5d12*), *mental barrier* (+6 AC, 2 rounds*), *mind trap* (10 rounds*), *precognition, wall walker*; 1/day—*escape detection*. Manifester level 14th. The save DCs are Charisma-based.

*Includes augmentation for the thought slayer's manifester level.

Ethereal Jaunt (Su): A thought slayer can shift from the Ethereal Plane to the Material Plane as part of any move action, and then shift back again as a free action. The ability is otherwise identical to the *psionic ethereal jaunt* power.

THRI-KREEN



Thri-kreen

Medium Monstrous Humanoid (Psionic)
Hit Dice: 2d8 (9 hp)
Initiative: +2
Speed: 40 ft. (8 squares)
Armor Class: 15 (+2 Dex, +3 natural), touch 12, flat-footed 13
Base Attack/Grapple: +2/+3
Attack: Claw +3 melee (1d4+1); or longspear +3 melee (1d8+1/×3); or javelin +4 ranged (1d6+1)
Full Attack: 4 claws +3 melee (1d4+1) and bite –2 melee (1d4 plus poison); or longspear +3 melee (1d8+1/×3) and 2 claws –2 melee (1d4) and bite –2 melee (1d4 plus poison); or javelin +4 ranged (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Poison, psi-like abilities
Special Qualities: Darkvision 60 ft., immunity to *sleep* effects, leap
Saves: Fort +0, Ref +5, Will +4
Abilities: Str 12, Dex 15, Con 11, Int 8, Wis 12, Cha 7
Skills: Balance +3, Climb +2, Hide +3*, Jump +35, Listen +2, Spot +2
Feats: Deflect Arrows[B], Multiweapon Fighting
Environment: Warm desert
Organization: Solitary or pack (5–10)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually chaotic neutral
Advancement: By character class
Level Adjustment: +2

Thought slayer illus. by J. Jarvis
Thri-kreen illus. by B. Despain

This creature resembles a bipedal praying mantis, complete with six limbs; the lower two are used for walking, and the upper four end in four-fingered clawlike hands. It has large, dangerous mandibles, compound eyes, and two small antennae sprouting from its head.

Fierce hunters and faultless trackers, the thri-kreen are a race of insect-folk sometimes known as "mantis warriors." They are alien and inscrutable creatures who seem to be bloodthirsty monsters to those who do not know them well. Thri-kreen are near-perfect hunters, nomadic folk who spend their brief lives roaming vast distances of the deserts, scrublands, and savannas of the south.

A thri-kreen's exoskeleton is a sandy yellow in color, well suited for the dry savannas and grasslands these creatures favor. Thri-kreen wear little clothing other than a simple harness for carrying weapons and equipment.

Thri-kreen speak their own language, and some also know Common.

COMBAT

Thri-kreen are whirling dynamos in combat, using weapons along with their claws and poisonous bite. They always take the time to enhance their combat abilities with their psi-like abilities, or slip away from a fight that seems too dangerous by using their *chameleon* power.

Poison (Ex): Injury, Fortitude DC 11, initial damage 1d6 Dex, secondary damage paralysis for 2d6 minutes. A thri-kreen can use its poison bite once per day. The save DC is Constitution-based.

Psi-Like Abilities: 3/day—*chameleon, know direction and location*; 1/day—*greater concealing amorpha, metaphysical claw.* Manifester level 1/2 thri-kreen's Hit Dice (minimum 1st level).

Leap (Ex): A thri-kreen is a natural jumper. It has a +30 racial bonus on Jump checks.

Skills: *A thri-kreen has a +4 racial bonus on Hide checks in sandy or arid settings.

THRI-KREEN AS CHARACTERS

Thri-kreen characters possess the following racial traits.

— +2 Strength, +4 Dexterity, –2 Intelligence, +2 Wisdom, –4 Charisma.

—Medium size.

—Thri-kreen base land speed is 40 feet.

—Darkvision out to 60 feet.

— +3 natural armor bonus.

—Multiple Limbs: Thri-kreen have four arms and can take the Multiweapon Fighting and Multiattack feats (see page 304 of the *Monster Manual*)

—Natural Attacks: 4 claws (1d4) and bite (1d4).

—Weapon Familiarity: The gythka and chatkcha (described on page 14 of this book) are martial weapons for thri-kreen.

—Naturally Psionic: Thri-kreen gain 1 bonus power point at 1st level.

— Special Attacks (see above): Poison, psi-like abilities (manifester level equal to 1/2 HD).

— Special Qualities (see above): Immunity to *sleep* effects, leap.

— Racial Hit Dice: A thri-kreen begins with two levels of monstrous humanoid, which provide 2d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +0, Ref +3, and Will +3.

—Racial Skills: A thri-kreen's monstrous humanoid levels give it skill points equal to 5 × (2 + Int modifier, minimum 1). Its class skills are Balance, Climb, Hide, Jump, Listen, and Spot. A thri-kreen has a +4 racial bonus on Hide checks in sandy or arid settings.

— Racial Feats: A thri-kreen's monstrous humanoid levels give it one feat. Thri-kreen gain Deflect Arrows as a bonus feat.

—Automatic Languages: Common, Thri-Kreen. Bonus Languages: Elven, Giant, Gnoll, Goblin, Halfling.

—Favored Class: Ranger.

—Level Adjustment: +2.

UDOROOT

Huge Plant (Psionic)
Hit Dice: 6d8+18 (45 hp)
Initiative: +0
Speed: 0 ft.
Armor Class: 11 (–2 size, –5 Dex, +8 natural), touch 3, flat-footed 11
Base Attack/Grapple: +4/—
Attack: —
Full Attack: —
Space/Reach: 15 ft./0 ft.
Special Attacks: Double manifest, psi-like abilities
Special Qualities: Blindsight 60 ft., immunity to electricity, plant traits, resistance to cold 10 and fire 10
Saves: Fort +8, Ref +4, Will +5
Abilities: Str —, Dex —, Con 16, Int 4, Wis 13, Cha 14
Skills: Listen +10
Feats: Iron Will, Lightning Reflexes
Environment: Temperate forest
Organization: Solitary or patch (2–4)
Challenge Rating: 5
Treasure: 1/5 coins; 50% goods; 50% items
Alignment: Always neutral
Advancement: 7–16 HD (Huge); 17–18 HD (Gargantuan)
Level Adjustment: —

Several sunflowerlike, woody stalks sprout from the ground, ringing an empty patch of green grass.

Udoroots are innocuous-looking carnivorous plants that use psionic powers to overcome other creatures, which it then uses as fertilizer.

By far the largest part of an udoroot is its massive, bulbous root system, the bottommost tip of which can reach 30 feet below the surface. An udoroot sends six shoots to the surface, each of which culminates in a "crown" resembling a mature sunflower with reddish seeds and white petals. The seeds are tough but nutritious and can be made into bread if ground.

A subterranean version of the udoroot grows "upside down" near the edges of Underdark communities.

COMBAT

Udoroot crowns grow in a circular pattern, creating a rough circle some 20 feet in diameter. The plant is immobile and has no physical attacks, but it can sense prey and manifest psi-like abilities through its six stalks.

An udoroot's favorite tactic is creating astral constructs to physically fight for the plant. Once a victim is overcome, the udoroot telekinetically drags the body into the grassy circle (if it is not already there) to nourish the main plant below.

An udoroot can be killed only if its root is dug up or exposed, then burned, hacked apart, or otherwise destroyed. Severing or destroying all six crowns puts the plant out of commission, allowing excavation of the helpless root. The crowns are Medium objects with a hardness of 5 and 7 hit points. To sever a crown, an opponent must use the sunder action. The crowns can also be affected by spells or effects that affect an area or targeted by spells that affect an individual target.

An udoroot takes no damage from having a crown severed or destroyed. A severed crown dies and can no longer be used to attack, but the udoroot takes no other penalties. As long as the root system remains intact, the crown regrows in about a month.

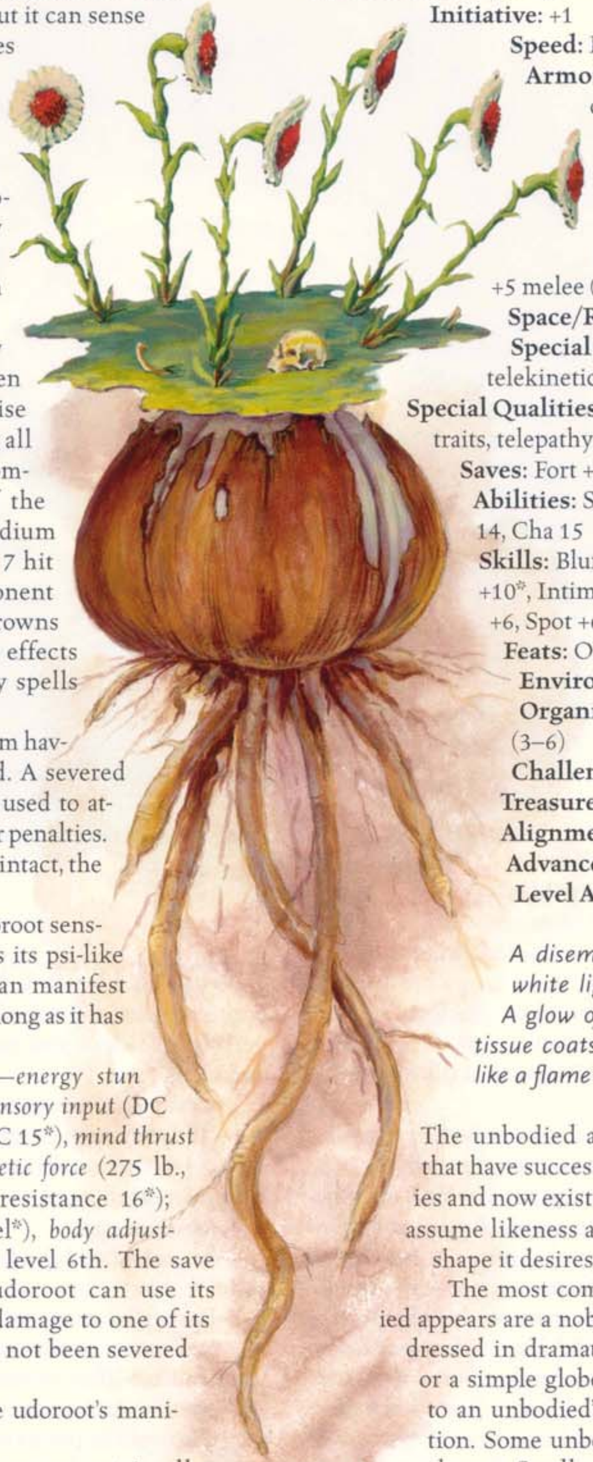
Double Manifest (Ex): An udoroot senses its surroundings and manifests its psi-like abilities through its crowns. It can manifest two psi-like abilities per round, as long as it has at least two crowns remaining.

Psi-Like Abilities: At will—*energy stun* (electricity, 2d6, DC 15*), *false sensory input* (DC 15), *id insinuation* (two targets, DC 15*), *mind thrust* (ML 4th, 4d10, DC 14*), *telekinetic force* (275 lb., DC 15*), *thought shield* (power resistance 16*); 3/day—*astral construct* (3rd level*), *body adjustment*, *mental barrier*. Manifester level 6th. The save DCs are Charisma-based. An udoroot can use its *body adjustment* power to repair damage to one of its crowns, as long as the crown has not been severed or destroyed.

*Includes augmentation for the udoroot's manifester level.

Blindsight (Ex): An udoroot can ascertain all foes by nonvisual means within 60 feet. If its crowns are destroyed, it can no longer perceive its surroundings.

Plant Traits: An udoroot is immune to poison, *sleep*, paralysis, stunning, polymorphing, and mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). It is not subject to critical hits.



Udoroot

Illus. by H. Hudson

UNBODIED

Medium Monstrous Humanoid (Incorporeal, Psionic)
Hit Dice: 4d8+4 (22 hp)
Initiative: +1
Speed: Fly 30 ft. (good) (6 squares)
Armor Class: 13 (+1 Dex, +2 deflection), touch 13, flat-footed 12
Base Attack/Grapple: +4/—
Attack: Incorporeal touch +5 melee (1d6)
Full Attack: Incorporeal touch +5 melee (1d6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Psionic powers, telekinetic force
Special Qualities: Assume likeness, incorporeal traits, telepathy 100 ft.
Saves: Fort +2, Ref +5, Will +6
Abilities: Str —, Dex 13, Con 12, Int 15, Wis 14, Cha 15
Skills: Bluff +10*, Diplomacy +6, Disguise +10*, Intimidate +6, Listen +6, Sense Motive +6, Spot +6
Feats: Overchannel, Wild Talent
Environment: Any
Organization: Solitary or illumination (3–6)
Challenge Rating: 5
Treasure: Half standard
Alignment: Any
Advancement: By character class
Level Adjustment: +4

A disembodied brain composed of pure white light floats imperiously in the air. A glow of vaguely discernible, ephemeral tissue coats the brain, constantly wavering, like a flame of insubstantial energy.

The unbodied are a race of former humanoids that have successfully cast off their physical bodies and now exist as pure mind. However, using its assume likeness ability, an unbodied can take any shape it desires.

The most common forms in which an unbodied appears are a noble human (either male or female) dressed in dramatic fashion, a disembodied brain, or a simple globe of light. But the only real limit to an unbodied's form is the creature's imagination. Some unbodied go about as Large dragons, others as Small animals, and a few in nightmarish assemblages of limbs and goo. When in such physical forms, they do not give off light but mimic a solid, physical presence (though interaction usually reveals their incorporeal nature).

Although their ancestors wished to move on to a higher realm, many unbodied still cling to the wants and cares of the physical world and take pleasure in many of the same sensations a physical creature would, depending on their alignment. A good unbodied enjoys helping others and upholding lofty principles, while an evil one delights in controlling events to suit its own desires.

An unbodied uses telepathy to communicate with others.

COMBAT

Unbodied can cause minor disruption in the forms of creatures they touch, but most prefer to use their psionic powers to subdue those who would oppose them.

Psionic Powers: An unbodied manifests powers as a 4th-level psion (telepath). The save DCs are Intelligence-based.

Typical Psion Powers Known (power points 21, base save DC 12 + power level): 1st—*detect psionics, empty mind, mind thrust* (DC 13*), *psionic charm* (DC 13*); 2nd—*brain lock* (DC 14), *cloud mind* (DC 14), *energy push* (DC 14), *read thoughts* (DC 14).

*Power can be augmented.

Telekinetic Force (Su): An unbodied can use *telekinetic force* (DC 15) as a standard action that does not provoke attacks of opportunity. Manifester level 4th. The save DC is Charisma-based.

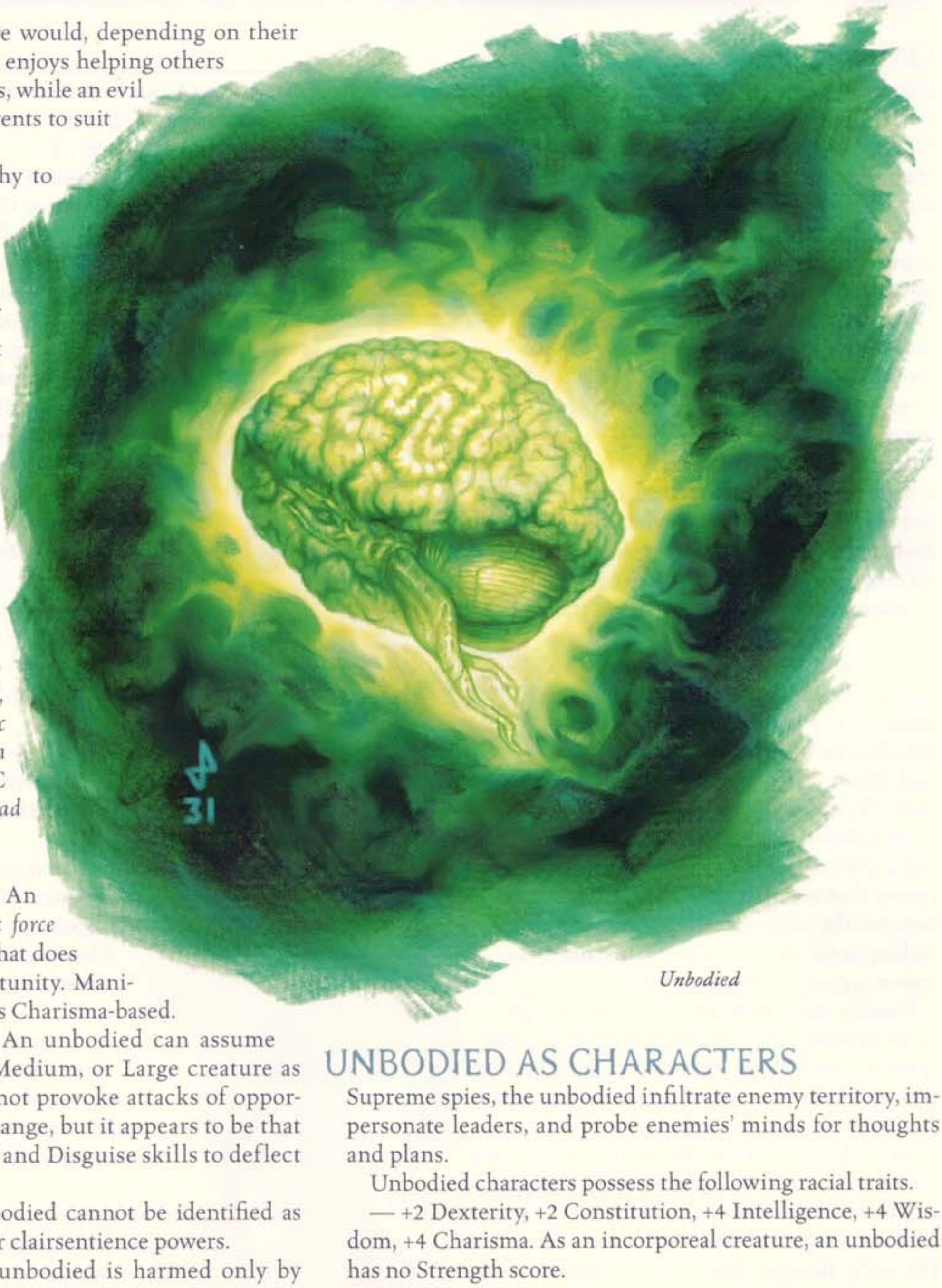
Assume Likeness (Su): An unbodied can assume the likeness of any Small, Medium, or Large creature as a standard action that does not provoke attacks of opportunity. Its abilities do not change, but it appears to be that creature, relying on its Bluff and Disguise skills to deflect suspicion.

Hide Mind (Su): An unbodied cannot be identified as psionic by divination spells or clairsentience powers.

Incorporeal Traits: An unbodied is harmed only by other incorporeal creatures, magic weapons, powers, spells, spell-like abilities, and supernatural abilities. It has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. It can pass through solid objects, but not force effects, at will. Its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. An incorporeal creature always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

Skills: An unbodied has a +4 racial bonus on Bluff and Disguise checks. *When using its assume likeness ability, an unbodied gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Illus. by J. Pavelec



Unbodied

UNBODIED AS CHARACTERS

Supreme spies, the unbodied infiltrate enemy territory, impersonate leaders, and probe enemies' minds for thoughts and plans.

Unbodied characters possess the following racial traits.

— +2 Dexterity, +2 Constitution, +4 Intelligence, +4 Wisdom, +4 Charisma. As an incorporeal creature, an unbodied has no Strength score.

—Medium size.

—An unbodied has a fly speed of 30 feet (good maneuverability).

—Darkvision out to 60 feet.

—Deflection bonus to Armor Class equal to character's Charisma modifier (minimum +1).

—Natural Attack: An unbodied can make a melee touch attack to deal 1d6 points of damage.

—Special Attacks (see above): Psionic powers, telekinetic force. An unbodied who takes levels in psion (telepath) adds its racial manifesting ability and psion levels together to determine its power point reserve, manifester level, and powers known.

—Special Qualities (see above): Assume likeness, incorporeal traits.

—Racial Hit Dice: An unbodied begins with four levels of monstrous humanoid, which provide 4d8 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +1, Ref +4, and Will +4.

—Racial Skills: An unbodied's monstrous humanoid levels give it skill points equal to 7 × (2 + Int modifier). Its class skills are Bluff, Diplomacy, Disguise, Intimidate, Listen, Sense Motive, and Spot. Unbodied have a +4 racial bonus on Bluff checks and Disguise checks. When using its assume likeness ability, an unbodied gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

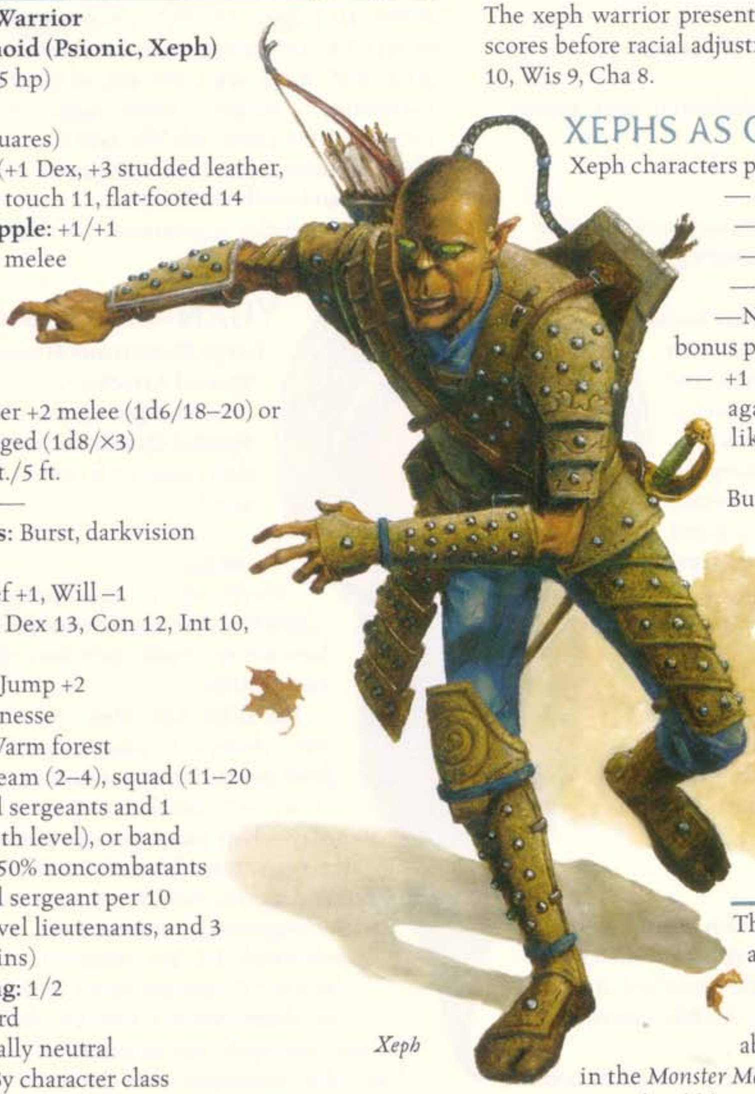
—Racial Feats: An unbodied's monstrous humanoid levels give it two feats.

—Favored Class: Psion (telepath).

—Level Adjustment: +4.

XEPH

Xeph, 1st-Level Warrior
Medium Humanoid (Psionic, Xeph)
Hit Dice: 1d8+1 (5 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 15 (+1 Dex, +3 studded leather, +1 light shield), touch 11, flat-footed 14
Base Attack/Grapple: +1/+1
Attack: Rapier +2 melee (1d6/18–20) or longbow +2 ranged (1d8/×3)
Full Attack: Rapier +2 melee (1d6/18–20) or longbow +2 ranged (1d8/×3)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Burst, darkvision 60 ft.
Saves: Fort +3, Ref +1, Will –1
Abilities: Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8
Skills: Climb +2, Jump +2
Feats: Weapon Finesse
Environment: Warm forest
Organization: Team (2–4), squad (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or band (30–100 plus 150% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating: 1/2
Treasure: Standard
Alignment: Usually neutral
Advancement: By character class
Level Adjustment: +0



Xeph

Illus. by S. Belledin

This person stands about 5-1/2 feet tall. He is slender and graceful, with brown skin and dark hair.

Xephs are acknowledged for their skill in feats of agility, their uncontested ability at raw speed, their matchless knowledge of movement and distance, and their capacity for humor.

Male and female xephs have similar slender builds, but males are typically taller and heavier. A xeph's hair is usually worn either short or shaved but for a single long braid. They produce fabulous objects of supple beauty for trade.

Xephs speak their own language and Common.

COMBAT

Xephs rely on their natural grace and psionic speed to great advantage in any combat.

Burst (Su): Three times per day, a xeph can increase his or her speed by 10 feet, plus 10 feet per four character levels beyond 1st, to a maximum increase of 30 feet at 9th character level and higher. These bursts of speed are considered a competence bonus to the xeph's base speed. A burst of speed lasts 3 rounds.

The xeph warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

XEPHS AS CHARACTERS

Xeph characters possess the following racial traits.

—–2 Strength, +2 Dexterity.

—Medium size.

—Xeph base land speed is 30 feet.

—Darkvision out to 60 feet.

—Naturally Psionic: Xephs gain 1 bonus power point at 1st level.

— +1 racial bonus on saving throws against powers, spells, and spell-like effects.

—Special Qualities (see above): Burst.

—Racial Feats: A xeph character gains feats according to his or her character class.

—Automatic Languages: Xeph, Common.

—Favored Class: Soulknife.

—Level Adjustment: +0.

YUAN-TI, PSIONIC

The yuan-ti are snake-people legendary for their cunning and malice. They appear in three varieties: purebloods, halfbloods, and abominations. Yuan-ti are described in the *Monster Manual*, but yuan-ti in a psionic campaign should be adjusted from their *Monster Manual* versions as follows.

MONSTERS RANKED BY CHALLENGE RATING

Astral construct, 1st level	1/2
Brain mole	1/2
Dromite	1/2
Elan	1/2
Maenad	1/2
Xeph	1/2
Astral construct, 2nd level	1
Blue	1
Duergar	1
Githyanki	1
Githzerai	1
Half-giant	1
Puppeteer	1
Thri-kreen	1
Astral construct, 3rd level	2
Folugub	2
Puppeteer, flesh harrower	2
Thought eater	2
Astral construct, 4th level	3
Crysmal	3
Temporal filcher	3
Yuan-ti pureblood	3
Astral construct, 5th level	5
Udoroot	5
Unbodied	5
Yuan-ti halfblood	5
Phthisic	6
Aboleth	7
Astral construct, 6th level	7
Gray glutton	7
Intellect devourer	7
Phrenic manticore	7
Yuan-ti abomination	7
Astral construct, 7th level	8
Mind flayer	8
Astral construct, 8th level	9
Caller in darkness	9
Astral construct, 9th level	10
Cerebrilith	10
Couatl	10
Psion-killer	12
Thought Slayer	13
Neothelid	15

YUAN-TI PUREBLOOD

Medium Monstrous Humanoid (Psionic)
Special Attacks: Psi-like abilities
Special Qualities: *Alternate form*, darkvision 60 ft., power resistance 14

Combat

Pureblood yuan-ti fight with human weapons. They are crafty and ruthless combatants, favoring tactics of deception and misdirection.

Psi-Like Abilities: At will—*detect hostile intent, psionic charm* (affects animals, fey, giants, humanoids, magical beasts, and monstrous humanoids, DC 13*), *psionic daze* (6 HD, DC 12*); 1/day—*aversion* (DC 13), *concealing amorpha, darkness, entangling ectoplasm* (Large creature*). Manifester level 3rd. The save DCs are Charisma-based. These abilities replace the pureblood's spell-like abilities and *detect poison* ability.

*Includes augmentation for the pureblood's manifester level.

YUAN-TI HALFBLOOD

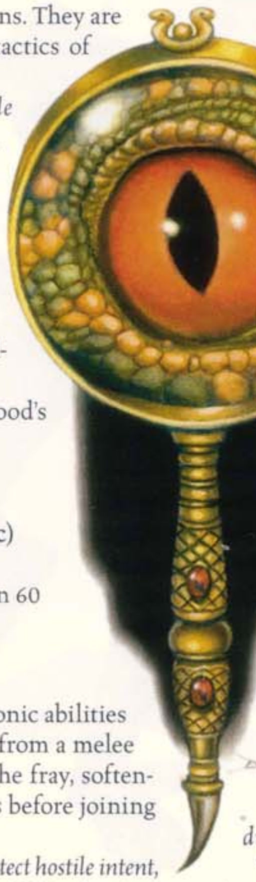
Medium Monstrous Humanoid (Psionic)
Special Attacks: Poison, psi-like abilities
Special Qualities: *Alternate form*, darkvision 60 ft., power resistance 16, scent

Combat

Halfbloods have much more dangerous psionic abilities than purebloods. They prefer to hang back from a melee while their pureblood minions wade into the fray, softening up their opponents with psionic attacks before joining in the fight.

Psi-Like Abilities: At will—*chameleon, detect hostile intent, exhalation of the black dragon*; 3/day—*aversion* (DC 16), *psionic charm* (all targets, DC 16*), *concealing amorpha, psionic daze* (9 HD, DC 14*), *deeper darkness, entangling ectoplasm* (Huge creatures*), *mind thrust* (ML 4th, 4d10, DC 15*); 1/day—*body purification* (3 points*), *psionic suggestion* (two targets, DC 15*). Manifester level 6th. The save DCs are Charisma-based. These abilities replace the halfblood's *chameleon power, produce acid*, and spell-like abilities.

*Includes augmentation for the halfblood's manifester level.



YUAN-TI ABOMINATION

Large Monstrous Humanoid (Psionic)
Special Attacks: Constrict 1d6+6, improved grab, poison, psi-like abilities
Special Qualities: *Alternate form*, darkvision 60 ft., power resistance 18, scent

Combat

Overlords of the yuan-ti, the dreaded abominations are sinister geniuses who do not hesitate to crush their foes with the power of their minds.

Psi-Like Abilities: At will—*aversion* (DC 19*), *chameleon, psionic daze* (12 HD, DC 15*), *detect hostile intent, entangling ectoplasm* (Colossal creatures*), *exhalation of the black dragon* (5d6*); 3/day—*body purification* (6 points*), *psionic charm* (all targets, 1 day/level, DC 19*), *concealing amorpha, deeper darkness, mind thrust* (ML 7th, 7d10, DC 18*), *psionic suggestion* (four targets, DC 16*); 1/day—*baleful polymorph* (DC 19). Manifester level 9th. The save DCs are Charisma-based. These abilities replace the abomination's *aversion, chameleon power, produce acid*, and spell-like abilities.

*Includes augmentation for the abomination's manifester level.

Illus. by D. Martin

Appendix: Spells and Deities

This appendix details new arcane and divine spells that interact with psionics as well as a new cleric domain, Mind, and two psionics-related deities who grant access to that domain.

SPELLS

The following new spells (and new cleric domain) are available to characters in addition to those described in the *Player's Handbook* and other sources.

BARD SPELLS

2nd-Level Bard Spell

Glossolalia: Cone-shaped shriek distracts smart foes, makes concentrating difficult.

CLERIC SPELLS

3rd-Level Cleric Spell

Telepathic Bond, Lesser: As *Rary's telepathic bond*, but you and one other creature.

4th-Level Cleric Spell

Dweomer of Transference: Convert spellcasting into psionic power points.

5th-Level Cleric Spell

Psychic Turmoil: Invisible field leeches psionic power points away.

7th-Level Cleric Spell

Psychic Turmoil, Greater: As *psychic turmoil*, but you gain power points as temporary hp.

8th-Level Cleric Spell

Brain Spider: Listen to thoughts of up to eight other creatures.

CLERIC DOMAINS

Mind Domain

Deities: Zuoken, Ilsensine.

Granted Power: Gain a +2 bonus on Bluff, Diplomacy, and Sense Motive checks. Gain a +2 bonus on Will saves against enchantment spells and effects.

Mind Domain Spells

1 **Comprehend Languages:** You understand all spoken and written languages.
2 **Detect Thoughts:** Allows "listening" to surface thoughts.
3 **Telepathic Bond, Lesser:** Link with subject within 30 ft. for 10 min./level.
4 **Discern Lies:** Reveals deliberate falsehoods.
5 **Rary's Telepathic Bond:** Link lets allies communicate.
6 **Probe Thoughts:** Read subject's memories, one question/round.
7 **Brain Spider:** Eavesdrop on thoughts of up to eight other creatures.
8 **Mind Blank:** Subject is immune to mental/emotional magic and scrying.
9 **Weird:** Fearful illusion affects all within 30 ft., either killing or dealing 3d6 damage.

SORCERER/WIZARD SPELLS

3rd-Level Sorcerer/Wizard Spell

Telepathic Bond, Lesser: As *Rary's telepathic bond*, but you and one other creature.

4th-Level Sorcerer/Wizard Spell

Dweomer of Transference: Convert spellcasting into psionic power points.

5th-Level Sorcerer/Wizard Spell

Psychic Turmoil: Invisible field leeches psionic power points away.

6th-Level Sorcerer/Wizard Spells

Mental Pinnacle^{M}**:** You gain the mental powers of a psion.

Probe Thoughts: Read subject's memories, one question/round.

7th-Level Sorcerer/Wizard Spell

Psychic Turmoil, Greater: As *psychic turmoil*, but you gain power points as temporary hit points.

SPELL DESCRIPTIONS

The following spell descriptions are presented in alphabetical order.

Brain Spider

Divination [Mind-Affecting]
Level: Cleric 8, Mind 7
Components: V, S, M, DF
Casting Time: 1 round
Range: Long (400 ft. + 40 ft./level)
Targets: Up to eight living creatures
Duration: 1 min./level
Saving Throw: Will negates
Spell Resistance: Yes

This spell allows you to eavesdrop as a standard action on the thoughts of up to eight other creatures at once, hearing as desired:

- Individual trains of thought in whatever order you desire.
- Information from all minds about one particular topic, thing, or being, one nugget of information per caster level.
- A study of the thoughts and memories of one creature of the group in detail.

Once per round, if you do not perform a detailed study of one creature's mind, you can attempt (as a standard action) to implant a *suggestion* in the mind of any one of the affected creatures. The creature can make another Will saving throw to resist the *suggestion*, using the save DC of the *brain spider* spell. (Creatures with special resistance to enchantment spells can use this resistance to keep from being affected by the *suggestion*.) Success on this saving throw does not negate the other effects of the *brain spider* spell for that creature.

You can affect all intelligent beings of your choice within range (up to the limit of eight), beginning with known or named beings. Language is not a barrier, and you need not personally know the beings—you can choose, for instance, "the nearest eight guards who must be in that chamber there." The spell cannot reach those who make a successful Will save.

Material Component: A spider of any size or kind. It can be dead, but must still have all eight legs.

Dweomer of Transference

Evocation
Level: Cleric 4, sorcerer/wizard 4
Components: V, S
Casting Time: 1 minute
Range: Close (25 ft. + 5 ft./2 levels)
Target: One willing psionic creature
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

With this spell, you form a radiating corona around the head of a psionic ally, then convert some of your spells into psionic power points. When you finish casting *dweomer of transference*, a red-orange glow surrounds the psionic creature's head. For the duration of the spell, any spells cast at the subject don't have their usual effect, instead converting themselves harmlessly into psionic energy that the subject can use as energy for psionic powers. You can cast any spell you like at the subject, even area spells, effect spells, and spells for whom the subject would ordinarily not be a legitimate target. The spells don't do anything other than provide the subject with power points, but you must still cast them normally, obeying the component and range requirements listed in the description of each spell.

For each spell you cast into the *dweomer of transference*, the psionic creature gets temporary power points, according to the following table. The transference isn't perfectly efficient; for instance, if you cast a 7th-level spell at a psionic creature, it receives insufficient psionic power points to manifest a 7th-level power.

Spell Level	Power Points Acquired	Spell Level	Power Points Acquired
0	0	5th	8
1st	1	6th	10
2nd	2	7th	12
3rd	4	8th	14
4th	6	9th	16

The temporary power points acquired through a *dweomer of transference* dissipate after 1 hour if they haven't already been spent.

Glossolalia

Evocation [Sonic, Mind-Affecting]
Level: Bard 2
Components: V
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped burst
Duration: Instantaneous
Saving Throw: Fortitude partial; see text
Spell Resistance: Yes

You utter shrieks of nonsense and gibberish that thinking creatures find distracting and confusing. The spell affects only creatures with Intelligence scores of 3 or higher. Any such creatures within the spell's area must succeed on Fortitude saves or be stunned for 1 round (if they have Intelligence scores of 20 or higher), dazed for 1 round (if they have Intelligence scores between 10 and 19), or shaken for 1 round (if they have Intelligence scores between 3 and 9).

In addition, a creature within the spell's area loses any psionic focus it might have had and takes a –4 penalty on Concentration checks for 1 round. These effects happen whether or not the creature succeeded on its save.

Mental Pinnacle

Transmutation
Level: Sorcerer/wizard 6
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level

For a brief time, you achieve the mental dominance of a powerful psion, able to lash out at enemies using only the power of your mind. Your revel in your new mental powers to the point that you disdain using spells, even in the form of effects from magic items.

You gain a +4 enhancement bonus to Intelligence and Wisdom, 3 power points per caster level, and access to the following powers.

- **Mind Thrust**[A]: Deal 1d10 damage.
- **Ego Whip**[A]: Deal 1d4 Cha damage and daze for 1 round.
- **Psionic Blast**[A]: Stun creatures in 30-ft. cone for 1 round.
- **Id Insinuation**: Swift tendrils of thought disrupt and confuse your target.
- **Psychic Crush**[A]: Brutally crush subject's mental essence, reducing subject to –1 hit points.

You manifest the powers as a psion of your caster level does, creating displays as described in each power's description.

You lose your spellcasting ability, including your ability to use spell activation or spell completion magic items, just as if those spells were no longer on your class list. For the duration of this spell, you use magic items and psionic items as if you were a psion with only the five powers given above on your class list.

Any unspent power points dissipate when the spell ends.

Material Component: A *potion of fox's cunning*, which you drink (its effect is overridden by the effect of this spell).

Probe Thoughts

Divination [Mind-Affecting]
Level: Mind 6, Wiz/Sor 6
Components: V, S
Casting Time: 1 minute
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: Concentration
Saving Throw: Fortitude negates; see text
Spell Resistance: Yes

All the subject's memories and knowledge are accessible to you, ranging from memories deep below the surface to those still easily called to mind. You can learn the answer to one question per round, to the best of the subject's knowledge. You can also probe a sleeping subject, though the subject may make a Will save against the DC of the *probe thoughts* spell to wake after each question. Subjects who do not wish to be probed can attempt to move beyond the power's range, unless somehow hindered. You pose the questions telepathically, and the answers to those questions are imparted directly to your mind. You and the target do not need to speak the same language, though less intelligent creatures may yield up only appropriate visual images in answer to your questions.

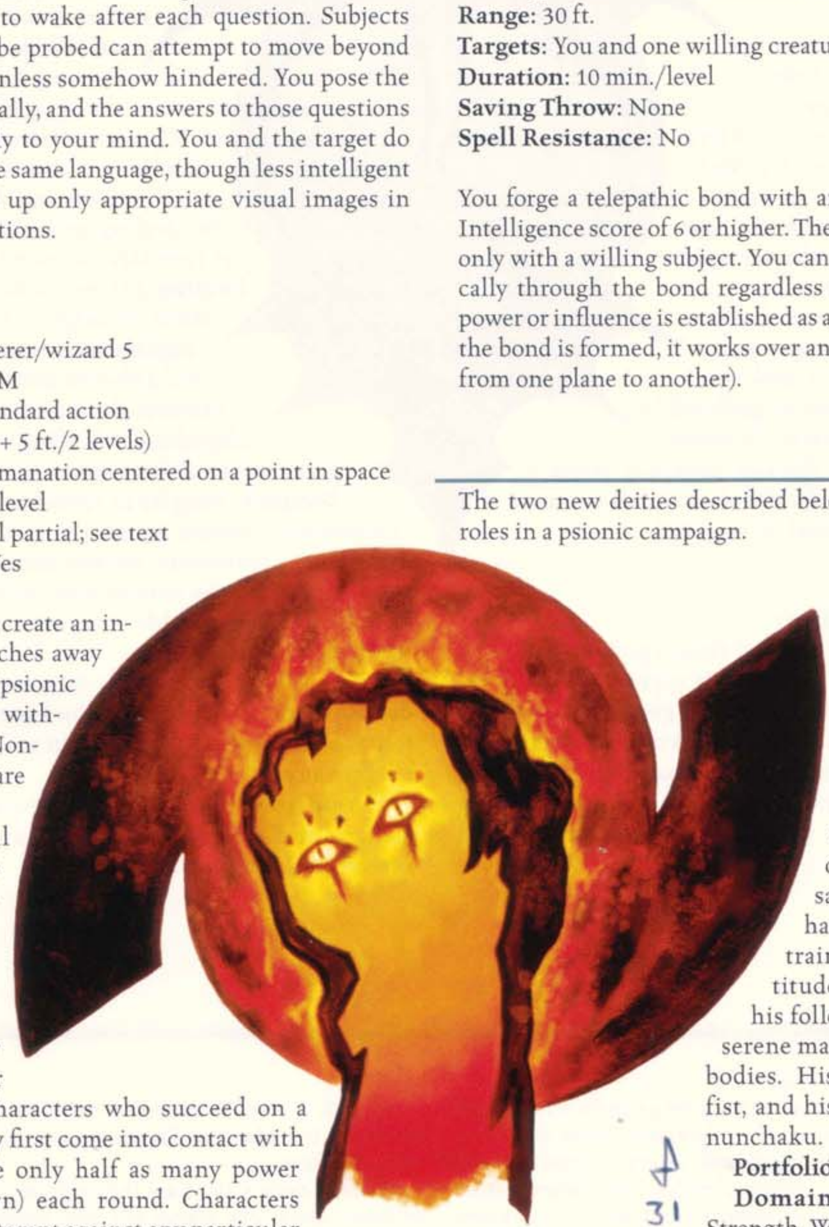
Psychic Turmoil

Abjuration
Level: Cleric 5, sorcerer/wizard 5
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 40-ft.-radius emanation centered on a point in space
Duration: 1 round/level
Saving Throw: Will partial; see text
Spell Resistance: Yes

With this spell, you create an invisible field that leeches away the power points of psionic characters standing within the emanation. Nonpsionic characters are unaffected.

When the spell is cast and at the beginning of each of your subsequent turns, psionic creatures within the area of the *psychic turmoil* lose 1 power point per manifester level they have. Characters who succeed on a Will save when they first come into contact with the emanation lose only half as many power points (round down) each round. Characters get only one save attempt against any particular *psychic turmoil* effect, even if they leave the spell's area and later return.

Material Component: Five playing cards, which are torn in half when the spell is cast.



Psychic Turmoil, Greater

Abjuration
Level: Cleric 7, sorcerer/wizard 7
Duration: 1 round/level

As *psychic turmoil*, except you gain 1 temporary hit point for each power point the spell takes from a psionic creature. The temporary hit points last for 1 hour.

Telepathic Bond, Lesser

Divination [Mind-Affecting]
Level: Cleric 3, Mind 3, sorcerer/wizard 3
Components: V, S
Casting Time: 1 standard action
Range: 30 ft.
Targets: You and one willing creature within 30 ft.
Duration: 10 min./level
Saving Throw: None
Spell Resistance: No

You forge a telepathic bond with another creature with an Intelligence score of 6 or higher. The bond can be established only with a willing subject. You can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

DEITIES

The two new deities described below may play significant roles in a psionic campaign.

ZUOKEN

Demigod (Neutral)

Once a human martial artist, Zuoken attained such mental and physical perfection that he ascended into godhood several centuries ago. His clerics watch over psionic creatures, safeguarding them from harm and offering psionic training to all who show aptitude. Zuoken encourages his followers to be disciplined, serene masters of their minds and bodies. His symbol is a striking fist, and his favored weapon is the nunchaku.

Portfolio: Monks, mental powers.

Domains: Knowledge, Mind, Strength, War.

Cleric Training: Zuoken's followers study his harmonious philosophies at the foot of a master, often in a monastery

Illus. by J. Pavelec

far from civilization. Training consists of long dialogues between master and students, punctuated by rigorous practice sessions and physical conditioning.

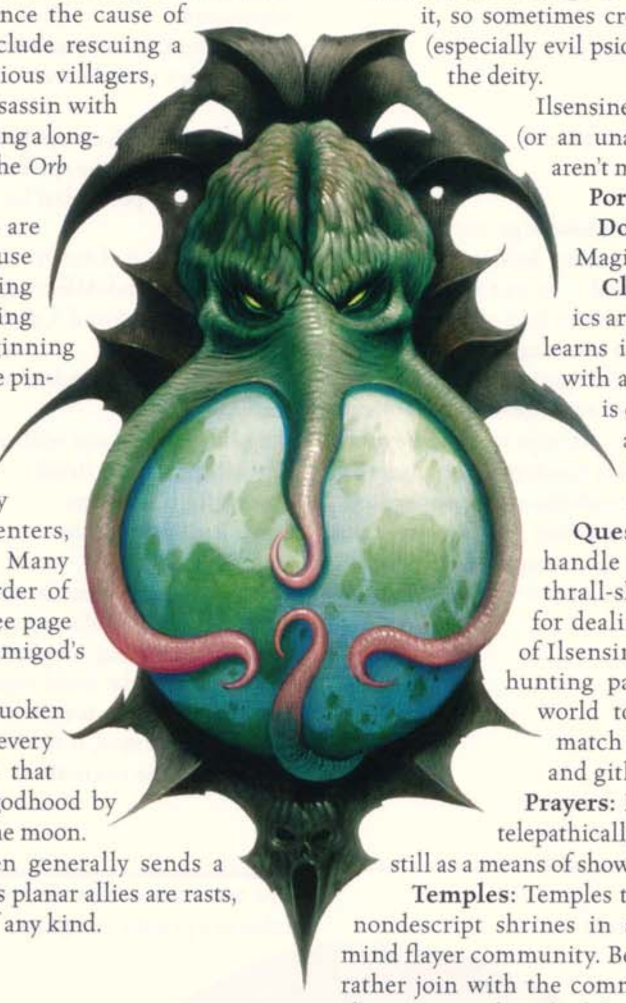
Quests: Zuoken sends his followers into the world to improve themselves and advance the cause of psionics. Typical missions include rescuing a psionic family from superstitious villagers, hunting down a mind flayer assassin with a taste for psion brains, and finding a long-lost psionic artifact known as the *Orb of Gerendelik*.

Prayers: Prayers to Zuoken are short and poetic, and many use strange sentence structure, mixing up the words in a way confusing to nonbelievers. A common beginning to a prayer is "Zuoken, me to the pinnacle take . . ."

Temples: Zuoken's monasteries are generally far from civilization, but because they serve as psionic training centers, their locations are not secret. Many temples are guarded by an order of monks, the Fists of Zuoken (see page 144), who are drawn by the demigod's serene philosophy.

Rites: The followers of Zuoken make a point of meditating at every full moon, because it is said that Zuoken himself ascended to godhood by climbing a silvery staircase to the moon.

Herald and Allies: Zuoken generally sends a thought slayer as his herald. His planar allies are rasts, couatls, and Huge elementals of any kind.



Illus. by W. England

ILSENSINE

Greater Deity (Lawful Evil)

Ilsensine is the god of the mind flayers and the patron of all who enslave others' thoughts. It appears as a massive, disembodied brain with an emerald glow and countless tentacles stretching off into the darkness. Ilsensine demands that mind flayers enslave and consume the "cattle" (other races) that surround them. Its clerics provide a measure of healing to mind flayer communities, and they are often slavemasters, controlling both the living (with psionics) and the undead (with spells and negative energy channeling).

Ilsensine promises power and dominion to all who follow it, so sometimes creatures other than mind flayers (especially evil psions) will form cults dedicated to the deity.

Ilsensine's favored weapon is the tentacle (or an unarmed strike for followers who aren't mind flayers).

Portfolio: Mental dominion, magic.

Domains: Evil, Law, Knowledge, Magic, Mind.

Cleric Training: Ilsensine's clerics are rare enough that each novitiate learns in a one-on-one apprenticeship with a senior cleric. A would-be cleric is often treated as little better than a thrall until he proves himself, learning to cast divine spells by imitating his master.

Quests: Ilsensine's clerics often handle a mind flayer community's thrall-slaves, and they are also useful for dealing with the undead. Followers of Ilsensine act as medics for mind flayer hunting parties, sneak onto the surface world to acquire unusual slaves, and match wits against powerful githyanki and githzerai psions.

Prayers: Ilsensine's followers pray to her telepathically, holding their tentacles utterly still as a means of showing respect.

Temples: Temples to Ilsensine are generally small, nondescript shrines in an out-of-the-way corner of a mind flayer community. Because most mind flayers would rather join with the community's elder brain than serve Ilsensine in the afterlife, religion isn't central to mind flayer culture.

Rites: When a particularly tasty brain is consumed, it's customary to pray to Ilsensine and use leftover brain ichor to trace Ilsensine's symbol (a brain with two tentacles) on a nearby surface.

Herald and Allies: Ilsensine generally sends a thought slayer as its herald. Its planar allies are succubus demons, cerebriliths, and marilith demons.

DEITY DESCRIPTION FORMAT

The descriptions of Zuoken and Ilsensine given here use a new format (which is also employed in *Complete Divine* and other supplements). Most of the categories of information are self-explanatory—in fact, many of them closely mirror the way deities are described in the *Player's Handbook*—but two terms are new and are defined below.

Herald: A deity's herald is the kind of creature it often sends to the Material Plane when it needs to intervene in mortal affairs.

Allies: A deity's allies are the creatures it sends in response to *lesser planar ally*, *planar ally*, and *greater planar ally* spells, respectively.

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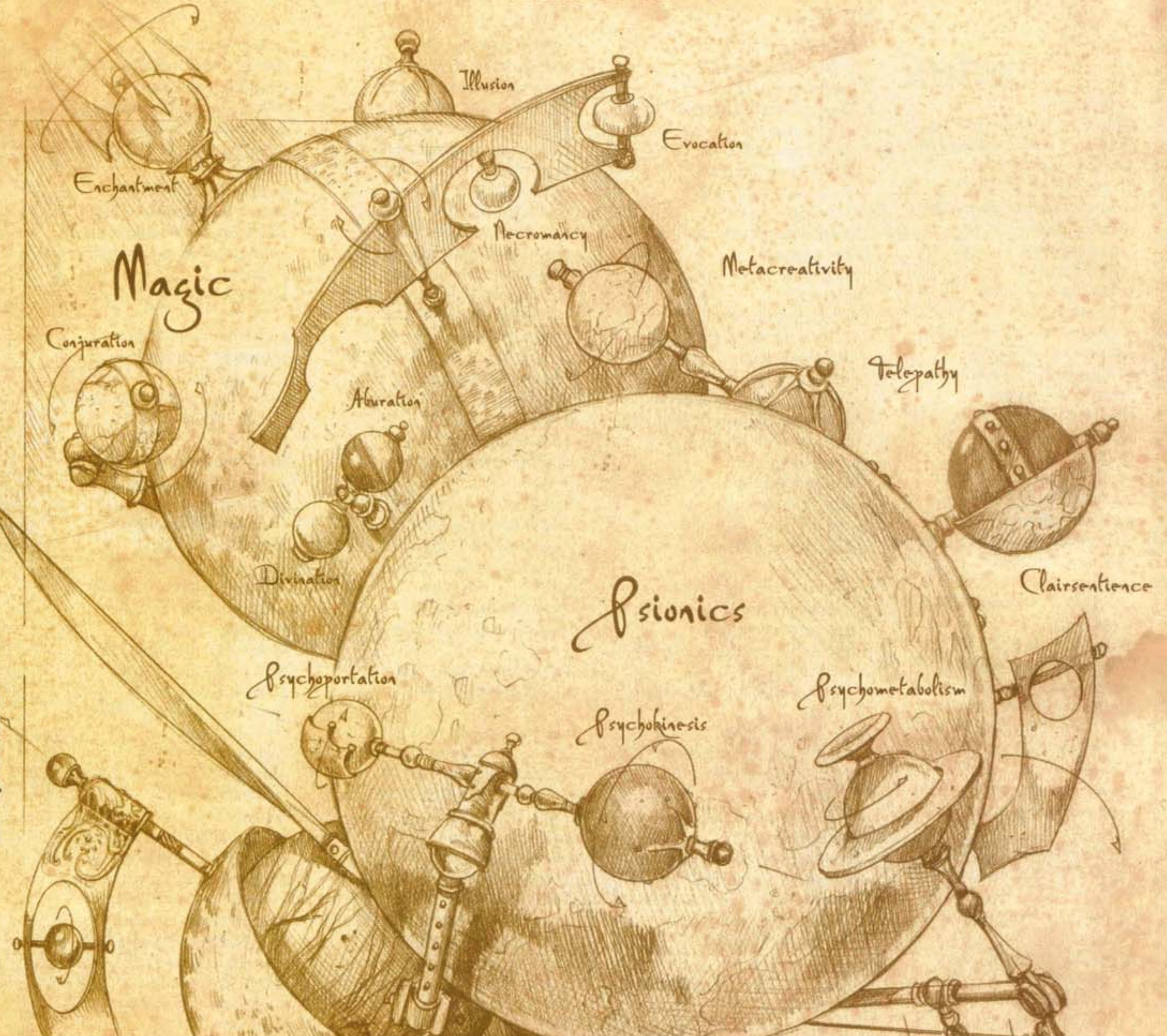
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EXPERIENCE

EXPERIENCE		
NEEDED FOR NEXT LEVEL	LEVEL ADJUSTMENT	ECL

ARMOR/PROTECTIVE ITEMS

ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
SPELL FAILURE	SPECIAL PROPERTIES		

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

RACIAL TRAITS

CLASS FEATURES

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Dungeons & Dragons®
CHARACTER RECORD SHEET

EGOIST

CHARACTER NAME

PLAYER
CLASS AND LEVEL
RACE

ALIGNMENT
DEITY
SIZE
AGE
GENDER
HEIGHT
WEIGHT
CAMPAIGN

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

	TOTAL		ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER		NATURAL ARMOR		DEFLECTION MODIFIER		MISC. MODIFIER
AC ARMOR CLASS		= 10 +		+		+		+		+		+		+	

TOUCH ARMOR CLASS

FLAT-FOOTED ARMOR CLASS

	TOTAL	NONLETHAL DAMAGE
HP HIT POINTS		
WOUNDS/CURRENT HP		

DAMAGE REDUCTION

CONDITIONAL AC MODIFIERS

	TOTAL		DEX MODIFIER		MISC. MODIFIER
INITIATIVE MODIFIER		=		+	

SAVING THROWS	TOTAL		BASE SAVE		ABILITY MODIFIER		MAGIC MODIFIER		MISC. MODIFIER		TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)		=		+		+		+		+	
REFLEX (DEXTERITY)		=		+		+		+		+	
WILL (WISDOM)		=		+		+		+		+	

CONDITIONAL MODIFIERS

BASE ATTACK BONUS

SPELL RESISTANCE

	TOTAL		BASE ATTACK BONUS		STRENGTH MODIFIER		SIZE MODIFIER		MISC. MODIFIER
GRAPPLE MODIFIER		=		+		+		+	

SPEED

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	
AMMUNITION	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐		

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	
AMMUNITION	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐		

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	
AMMUNITION	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐		

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	
AMMUNITION	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐		

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	
AMMUNITION	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐		

SKILLS

MAX RANKS (CLASS/CROSS-CLASS) /

CLASS SKILLS?	SKILL NAME	KEY ABILITY	SKILL MODIFIER		ABILITY MODIFIER		RANKS		MISC MODIFIER
☐	Appraise ■	INT		=		+		+	
☑	Autohypnosis	WIS		=		+		+	
☑	Balance ■	DEX*		=		+		+	
☐	Bluff ■	CHA		=		+		+	
☐	Climb ■	STR*		=		+		+	
☑	Concentration ■	CON		=		+		+	
☑	Craft ■ (__________)	INT		=		+		+	
☑	Craft ■ (__________)	INT		=		+		+	
☑	Craft ■ (__________)	INT		=		+		+	
☐	Decipher Script	INT		=		+		+	
☐	Diplomacy ■	CHA		=		+		+	
☐	Disable Device	INT		=		+		+	
☐	Disguise ■	CHA		=		+		+	
☐	Escape Artist ■	DEX*		=		+		+	
☐	Forgery ■	INT		=		+		+	
☐	Gather Information ■	CHA		=		+		+	
☐	Handle Animal	CHA		=		+		+	
☑	Heal ■	WIS		=		+		+	
☐	Hide ■	DEX*		=		+		+	
☐	Intimidate ■	CHA		=		+		+	
☐	Jump ■	STR*		=		+		+	
☑	Knowledge (Psionics) ■	INT		=		+		+	
☑	Knowledge (__________)	INT		=		+		+	
☑	Knowledge (__________)	INT		=		+		+	
☑	Knowledge (__________)	INT		=		+		+	
☑	Knowledge (__________)	INT		=		+		+	
☐	Listen ■	WIS		=		+		+	
☐	Move Silently ■	DEX*		=		+		+	
☐	Open Lock	DEX		=		+		+	
☐	Perform (__________)	CHA		=		+		+	
☐	Perform (__________)	CHA		=		+		+	
☑	Profession (__________)	WIS		=		+		+	
☑	Profession (__________)	WIS		=		+		+	
☑	Psicraft	INT		=		+		+	
☐	Ride ■	DEX		=		+		+	
☐	Search ■	INT		=		+		+	
☐	Sense Motive ■	WIS		=		+		+	
☐	Sleight of Hand	DEX*		=		+		+	
☐	Spellcraft	INT		=		+		+	
☐	Spot ■	WIS		=		+		+	
☐	Survival ■	WIS		=		+		+	
☐	Swim ■	STR*		=		+		+	
☐	Tumble	DEX*		=		+		+	
☐	Use Magic Device	CHA		=		+		+	
☐	Use Psionic Device	CHA		=		+		+	
☐	Use Rope ■	DEX		=		+		+	

■ *Denotes a skill that can be used untrained.* ☐ *Mark this box with an X if the skill is a class skill for the character.*
**Armor check penalty, if any, applies. (Double penalty for Swim.)*

POSSESSIONS

ITEM	LOCATION	PAGE REF.	WEIGHT

ITEM	LOCATION	PAGE REF.	WEIGHT
		TOTAL WEIGHT CARRIED	

CARRYING CAPACITY

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 X MAX LOAD	PUSH OR DRAG 5 X MAX LOAD

LANGUAGES

INITIAL LANGUAGES=Common + racial languages + Int bonus
EACH ADDITIONAL LANGUAGE (Speak Language)=1 skill point

CONTAINERS

CONTAINER	CAPACITY	WEIGHT

WEALTH

MONEY	GEMS	ART	OTHER
CP—			
SP—			
GP—			
PP—			

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POWERS

POWER SAVE DC MOD POWER POINTS NORMAL CURRENT

PRIMARY DISCIPLINE

POWER	LEVEL	SAVE	RANGE	DURATION	DISPLAY	PAGE REF.

POWER	LEVEL	SAVE	RANGE	DURATION	DISPLAY	PAGE REF.

EXPERIENCE

EXPERIENCE		
NEEDED FOR NEXT LEVEL	LEVEL ADJUSTMENT	ECL

ARMOR/PROTECTIVE ITEMS

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY

SPELL FAILURE	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

RACIAL TRAITS

CLASS FEATURES

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CLASS FEATURE	PAGE REF.
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CLASS FEATURE	PAGE REF.
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CLASS FEATURE	PAGE REF.
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CLASS FEATURE	PAGE REF.
NOTES	

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Dungeons & Dragons®
CHARACTER RECORD SHEET

KINETICIST

CHARACTER NAME

PLAYER
CLASS AND LEVEL
RACE

ALIGNMENT
DEITY
SIZE
AGE
GENDER
HEIGHT
WEIGHT
CAMPAIGN

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

	TOTAL		ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER		NATURAL ARMOR		DEFLECTION MODIFIER		MISC. MODIFIER
AC ARMOR CLASS		= 10 +		+		+		+		+		+		+	

TOUCH ARMOR CLASS

FLAT-FOOTED ARMOR CLASS

	TOTAL	NONLETHAL DAMAGE
HP HIT POINTS		

WOUNDS/CURRENT HP

DAMAGE REDUCTION

CONDITIONAL AC MODIFIERS

	TOTAL		DEX MODIFIER		MISC. MODIFIER
INITIATIVE MODIFIER		=		+	

SAVING THROWS	TOTAL		BASE SAVE		ABILITY MODIFIER		MAGIC MODIFIER		MISC. MODIFIER		TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)		=		+		+		+		+	
REFLEX (DEXTERITY)		=		+		+		+		+	
WILL (WISDOM)		=		+		+		+		+	

CONDITIONAL MODIFIERS

BASE ATTACK BONUS

SPELL RESISTANCE

	TOTAL		BASE ATTACK BONUS		STRENGTH MODIFIER		SIZE MODIFIER		MISC. MODIFIER
GRAPPLE MODIFIER		=		+		+		+	

SPEED

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
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SKILLS

MAX RANKS (CLASS/CROSS-CLASS) /

CLASS SKILLS?	SKILL NAME	KEY ABILITY	SKILL MODIFIER		ABILITY MODIFIER		RANKS		MISC MODIFIER
☐	Appraise ■	INT		=		+		+	
☑	Autohypnosis	WIS		=		+		+	
☐	Balance ■	DEX*		=		+		+	
☐	Bluff ■	CHA		=		+		+	
☐	Climb ■	STR*		=		+		+	
☑	Concentration ■	CON		=		+		+	
☑	Craft ■ ( )	INT		=		+		+	
☑	Craft ■ ( )	INT		=		+		+	
☑	Craft ■ ( )	INT		=		+		+	
☐	Decipher Script	INT		=		+		+	
☐	Diplomacy ■	CHA		=		+		+	
☑	Disable Device	INT		=		+		+	
☐	Disguise ■	CHA		=		+		+	
☐	Escape Artist ■	DEX*		=		+		+	
☐	Forgery ■	INT		=		+		+	
☐	Gather Information ■	CHA		=		+		+	
☐	Handle Animal	CHA		=		+		+	
☐	Heal ■	WIS		=		+		+	
☐	Hide ■	DEX*		=		+		+	
☑	Intimidate ■	CHA		=		+		+	
☐	Jump ■	STR*		=		+		+	
☑	Knowledge (Psionics) ■	INT		=		+		+	
☑	Knowledge ( )	INT		=		+		+	
☑	Knowledge ( )	INT		=		+		+	
☑	Knowledge ( )	INT		=		+		+	
☑	Knowledge ( )	INT		=		+		+	
☐	Listen ■	WIS		=		+		+	
☐	Move Silently ■	DEX*		=		+		+	
☐	Open Lock	DEX		=		+		+	
☐	Perform ( )	CHA		=		+		+	
☐	Perform ( )	CHA		=		+		+	
☑	Profession ( )	WIS		=		+		+	
☑	Profession ( )	WIS		=		+		+	
☑	Psicraft	INT		=		+		+	
☐	Ride ■	DEX		=		+		+	
☐	Search ■	INT		=		+		+	
☐	Sense Motive ■	WIS		=		+		+	
☐	Sleight of Hand	DEX*		=		+		+	
☐	Spellcraft	INT		=		+		+	
☐	Spot ■	WIS		=		+		+	
☐	Survival ■	WIS		=		+		+	
☐	Swim ■	STR*		=		+		+	
☐	Tumble	DEX*		=		+		+	
☐	Use Magic Device	CHA		=		+		+	
☐	Use Psionic Device	CHA		=		+		+	
☐	Use Rope ■	DEX		=		+		+	

■ Denotes a skill that can be used untrained. ☐ *Mark this box with an X if the skill is a class skill for the character.*
**Armor check penalty, if any, applies. (Double penalty for Swim.)*

POSSESSIONS

ITEM	LOCATION	PAGE REF.	WEIGHT	ITEM	LOCATION	PAGE REF.	WEIGHT
						TOTAL WEIGHT CARRIED	

CARRYING CAPACITY

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 X MAX LOAD	PUSH OR DRAG 5 X MAX LOAD

LANGUAGES

INITIAL LANGUAGES=Common + racial languages + Int bonus
EACH ADDITIONAL LANGUAGE (Speak Language)=1 skill point

CONTAINERS

CONTAINER	CAPACITY	WEIGHT

WEALTH

MONEY	GEMS	ART	OTHER
CP—			
SP—			
GP—			
PP—			

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POWERS

POWER SAVE ____ DC MOD POWER POINTS ____ NORMAL ____ CURRENT

____ PRIMARY DISCIPLINE

POWER	LEVEL	SAVE	RANGE	DURATION	DISPLAY	PAGE REF.	POWER	LEVEL	SAVE	RANGE	DURATION	DISPLAY	PAGE REF.

EXPERIENCE

EXPERIENCE		
NEEDED FOR NEXT LEVEL	LEVEL ADJUSTMENT	ECL

ARMOR/PROTECTIVE ITEMS

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY

SPELL FAILURE	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

RACIAL TRAITS

CLASS FEATURES

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CLASS FEATURE	PAGE REF.
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CHARACTER RECORD SHEET

NOMAD

CHARACTER NAME

PLAYER
CLASS AND LEVEL
RACE

ALIGNMENT
DEITY
SIZE
AGE
GENDER
HEIGHT
WEIGHT
CAMPAIGN

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

	TOTAL		ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER		NATURAL ARMOR		DEFLECTION MODIFIER		MISC. MODIFIER
AC ARMOR CLASS		= 10 +		+		+		+		+		+		+	

TOUCH ARMOR CLASS

FLAT-FOOTED ARMOR CLASS

	TOTAL	NONLETHAL DAMAGE
HP HIT POINTS		
WOUNDS/CURRENT HP		

DAMAGE REDUCTION

CONDITIONAL AC MODIFIERS

	TOTAL		DEX MODIFIER		MISC. MODIFIER
INITIATIVE MODIFIER		=		+	

SAVING THROWS	TOTAL		BASE SAVE		ABILITY MODIFIER		MAGIC MODIFIER		MISC. MODIFIER		TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)		=		+		+		+		+		
REFLEX (DEXTERITY)		=		+		+		+		+		
WILL (WISDOM)		=		+		+		+		+		

BASE ATTACK BONUS

SPELL RESISTANCE

	TOTAL		BASE ATTACK BONUS		STRENGTH MODIFIER		SIZE MODIFIER		MISC. MODIFIER
GRAPPLE MODIFIER		=		+		+		+	

SPEED

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
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SKILLS

MAX RANKS (CLASS/CROSS-CLASS) /

CLASS SKILLS?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
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☐	Bluff ■	CHA		=	+	+
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☑	Concentration ■	CON		=	+	+
☑	Craft ■ ( )	INT		=	+	+
☑	Craft ■ ( )	INT		=	+	+
☑	Craft ■ ( )	INT		=	+	+
☐	Decipher Script	INT		=	+	+
☐	Diplomacy ■	CHA		=	+	+
☐	Disable Device	INT		=	+	+
☐	Disguise ■	CHA		=	+	+
☐	Escape Artist ■	DEX*		=	+	+
☐	Forgery ■	INT		=	+	+
☐	Gather Information ■	CHA		=	+	+
☐	Handle Animal	CHA		=	+	+
☐	Heal ■	WIS		=	+	+
☐	Hide ■	DEX*		=	+	+
☐	Intimidate ■	CHA		=	+	+
☑	Jump ■	STR*		=	+	+
☑	Knowledge (Psionics) ■	INT		=	+	+
☑	Knowledge ( )	INT		=	+	+
☑	Knowledge ( )	INT		=	+	+
☑	Knowledge ( )	INT		=	+	+
☑	Knowledge ( )	INT		=	+	+
☐	Listen ■	WIS		=	+	+
☐	Move Silently ■	DEX*		=	+	+
☐	Open Lock	DEX		=	+	+
☐	Perform ( )	CHA		=	+	+
☐	Perform ( )	CHA		=	+	+
☑	Profession ( )	WIS		=	+	+
☑	Profession ( )	WIS		=	+	+
☑	Psicraft	INT		=	+	+
☑	Ride ■	DEX		=	+	+
☐	Search ■	INT		=	+	+
☐	Sense Motive ■	WIS		=	+	+
☐	Sleight of Hand	DEX*		=	+	+
☐	Spellcraft	INT		=	+	+
☐	Spot ■	WIS		=	+	+
☑	Survival ■	WIS		=	+	+
☑	Swim ■	STR*		=	+	+
☐	Tumble	DEX*		=	+	+
☐	Use Magic Device	CHA		=	+	+
☐	Use Psionic Device	CHA		=	+	+
☐	Use Rope ■	DEX		=	+	+

■ *Denotes a skill that can be used untrained.* ☐ *Mark this box with an X if the skill is a class skill for the character.*
**Armor check penalty, if any, applies. (Double penalty for Swim.)*

POSSESSIONS

ITEM	LOCATION	PAGE REF.	WEIGHT	ITEM	LOCATION	PAGE REF.	WEIGHT
						TOTAL WEIGHT CARRIED	

CARRYING CAPACITY

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 X MAX LOAD	PUSH OR DRAG 5 X MAX LOAD

CONTAINERS

CONTAINER	CAPACITY	WEIGHT

LANGUAGES

INITIAL LANGUAGES=Common + racial languages + Int bonus
EACH ADDITIONAL LANGUAGE (Speak Language)=1 skill point

WEALTH

MONEY	GEMS	ART	OTHER
CP—			
SP—			
GP—			
PP—			

FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	
NOTES		NOTES	
NOTES		NOTES	
NOTES		NOTES	
NOTES		NOTES	
NOTES		NOTES	

POWERS

POWER SAVE ____ DC MOD POWER POINTS ____ NORMAL ____ CURRENT

PRIMARY DISCIPLINE

POWER	LEVEL	SAVE	RANGE	DURATION	DISPLAY	PAGE REF.	POWER	LEVEL	SAVE	RANGE	DURATION	DISPLAY	PAGE REF.

EXPERIENCE

EXPERIENCE		
NEEDED FOR NEXT LEVEL	LEVEL ADJUSTMENT	ECL

ARMOR/PROTECTIVE ITEMS

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY

SPELL FAILURE	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

RACIAL TRAITS

CLASS FEATURES

CLASS FEATURE	PAGE REF.

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CLASS FEATURE	PAGE REF.

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CHARACTER RECORD SHEET

SEER

CHARACTER NAME

PLAYER | CLASS AND LEVEL | RACE

ALIGNMENT | DEITY | SIZE | AGE | GENDER | HEIGHT | WEIGHT | CAMPAIGN

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

	TOTAL		ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER		NATURAL ARMOR		DEFLECTION MODIFIER		MISC. MODIFIER
AC ARMOR CLASS		= 10 +		+		+		+		+		+		+	

TOUCH ARMOR CLASS

FLAT-FOOTED ARMOR CLASS

CONDITIONAL AC MODIFIERS

	TOTAL	NONLETHAL DAMAGE
HP HIT POINTS		

WOUNDS/CURRENT HP

DAMAGE REDUCTION

	TOTAL		DEX MODIFIER		MISC. MODIFIER
INITIATIVE MODIFIER		=		+	

SAVING THROWS	TOTAL		BASE SAVE		ABILITY MODIFIER		MAGIC MODIFIER		MISC. MODIFIER		TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)		=		+		+		+		+	
REFLEX (DEXTERITY)		=		+		+		+		+	
WILL (WISDOM)		=		+		+		+		+	

CONDITIONAL MODIFIERS

BASE ATTACK BONUS

SPELL RESISTANCE

	TOTAL		BASE ATTACK BONUS		STRENGTH MODIFIER		SIZE MODIFIER		MISC. MODIFIER
GRAPPLE MODIFIER		=		+		+		+	

SPEED

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
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SKILLS

MAX RANKS (CLASS/CROSS-CLASS) /

CLASS SKILLS?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
☐	Appraise ■	INT	=	+	+	
☐	Autohypnosis	WIS	=	+	+	
☐	Balance ■	DEX*	=	+	+	
☐	Bluff ■	CHA	=	+	+	
☐	Climb ■	STR*	=	+	+	
☑	Concentration ■	CON	=	+	+	
☑	Craft ■ ( )	INT	=	+	+	
☑	Craft ■ ( )	INT	=	+	+	
☑	Craft ■ ( )	INT	=	+	+	
☐	Decipher Script	INT	=	+	+	
☐	Diplomacy ■	CHA	=	+	+	
☐	Disable Device	INT	=	+	+	
☐	Disguise ■	CHA	=	+	+	
☐	Escape Artist ■	DEX*	=	+	+	
☐	Forgery ■	INT	=	+	+	
☑	Gather Information ■	CHA	=	+	+	
☐	Handle Animal	CHA	=	+	+	
☐	Heal ■	WIS	=	+	+	
☐	Hide ■	DEX*	=	+	+	
☐	Intimidate ■	CHA	=	+	+	
☐	Jump ■	STR*	=	+	+	
☑	Knowledge (Psionics) ■	INT	=	+	+	
☑	Knowledge ( )	INT	=	+	+	
☑	Knowledge ( )	INT	=	+	+	
☑	Knowledge ( )	INT	=	+	+	
☑	Knowledge ( )	INT	=	+	+	
☑	Listen ■	WIS	=	+	+	
☐	Move Silently ■	DEX*	=	+	+	
☐	Open Lock	DEX	=	+	+	
☐	Perform ( )	CHA	=	+	+	
☐	Perform ( )	CHA	=	+	+	
☑	Profession ( )	WIS	=	+	+	
☑	Profession ( )	WIS	=	+	+	
☑	Psicraft	INT	=	+	+	
☐	Ride ■	DEX	=	+	+	
☐	Search ■	INT	=	+	+	
☐	Sense Motive ■	WIS	=	+	+	
☐	Sleight of Hand	DEX*	=	+	+	
☐	Spellcraft	INT	=	+	+	
☑	Spot ■	WIS	=	+	+	
☐	Survival ■	WIS	=	+	+	
☐	Swim ■	STR*	=	+	+	
☐	Tumble	DEX*	=	+	+	
☐	Use Magic Device	CHA	=	+	+	
☐	Use Psionic Device	CHA	=	+	+	
☐	Use Rope ■	DEX	=	+	+	

■ Denotes a skill that can be used untrained. ☐ *Mark this box with an X if the skill is a class skill for the character.*
**Armor check penalty, if any, applies. (Double penalty for Swim.)*

POSSESSIONS

ITEM	LOCATION	PAGE REF.	WEIGHT

ITEM	LOCATION	PAGE REF.	WEIGHT
		TOTAL WEIGHT CARRIED	

CARRYING CAPACITY

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 X MAX LOAD	PUSH OR DRAG 5 X MAX LOAD

LANGUAGES

INITIAL LANGUAGES=Common + racial languages + Int bonus
EACH ADDITIONAL LANGUAGE (Speak Language)=1 skill point

CONTAINERS

CONTAINER	CAPACITY	WEIGHT

WEALTH

MONEY	GEMS	ART	OTHER
CP—			
SP—			
GP—			
PP—			

FEAT	PAGE REF.
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FEAT	PAGE REF.
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FEAT	PAGE REF.
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FEAT	PAGE REF.
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FEAT	PAGE REF.
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FEAT	PAGE REF.
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FEAT	PAGE REF.
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FEAT	PAGE REF.
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FEAT	PAGE REF.
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FEAT	PAGE REF.
NOTES	

POWERS

POWER SAVE ____ DC MOD
POWER POINTS ____ NORMAL ____ CURRENT

____ PRIMARY DISCIPLINE

POWER	LEVEL	SAVE	RANGE	DURATION	DISPLAY	PAGE REF.

POWER	LEVEL	SAVE	RANGE	DURATION	DISPLAY	PAGE REF.

EXPERIENCE

EXPERIENCE

NEEDED FOR NEXT LEVEL | LEVEL ADJUSTMENT | ECL

ARMOR/PROTECTIVE ITEMS

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY

SPELL FAILURE	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

RACIAL TRAITS

CLASS FEATURES

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CLASS FEATURE	PAGE REF.
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CLASS FEATURE	PAGE REF.
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CLASS FEATURE	PAGE REF.
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CLASS FEATURE	PAGE REF.
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CLASS FEATURE	PAGE REF.
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DUNGEONS & DRAGONS®

CHARACTER RECORD SHEET

SHAPER

CHARACTER NAME

PLAYER | CLASS AND LEVEL | RACE

ALIGNMENT | DEITY | SIZE | AGE | GENDER | HEIGHT | WEIGHT | CAMPAIGN

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

	TOTAL		ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER		NATURAL ARMOR		DEFLECTION MODIFIER		MISC. MODIFIER
AC ARMOR CLASS		= 10 +		+		+		+		+		+		+	

TOUCH ARMOR CLASS

FLAT-FOOTED ARMOR CLASS

	TOTAL	NONLETHAL DAMAGE
HP HIT POINTS		

WOUNDS/CURRENT HP

DAMAGE REDUCTION

CONDITIONAL AC MODIFIERS

	TOTAL		DEX MODIFIER		MISC. MODIFIER
INITIATIVE MODIFIER		=		+	

SAVING THROWS	TOTAL		BASE SAVE		ABILITY MODIFIER		MAGIC MODIFIER		MISC. MODIFIER		TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)		=		+		+		+		+	
REFLEX (DEXTERITY)		=		+		+		+		+	
WILL (WISDOM)		=		+		+		+		+	

CONDITIONAL MODIFIERS

BASE ATTACK BONUS

SPELL RESISTANCE

	TOTAL		BASE ATTACK BONUS		STRENGTH MODIFIER		SIZE MODIFIER		MISC. MODIFIER
GRAPPLE MODIFIER		=		+		+		+	

SPEED

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION

SKILLS

MAX RANKS (CLASS/CROSS-CLASS) /

CLASS SKILLS?	SKILL NAME	KEY ABILITY	SKILL MODIFIER		ABILITY MODIFIER		RANKS		MISC MODIFIER
☐	Appraise ■	INT		=		+		+	
☐	Autohypnosis	WIS		=		+		+	
☐	Balance ■	DEX*		=		+		+	
☑	Bluff ■	CHA		=		+		+	
☐	Climb ■	STR*		=		+		+	
☑	Concentration ■	CON		=		+		+	
☑	Craft ■ (__________)	INT		=		+		+	
☑	Craft ■ (__________)	INT		=		+		+	
☑	Craft ■ (__________)	INT		=		+		+	
☐	Decipher Script	INT		=		+		+	
☐	Diplomacy ■	CHA		=		+		+	
☐	Disable Device	INT		=		+		+	
☑	Disguise ■	CHA		=		+		+	
☐	Escape Artist ■	DEX*		=		+		+	
☐	Forgery ■	INT		=		+		+	
☐	Gather Information ■	CHA		=		+		+	
☐	Handle Animal	CHA		=		+		+	
☐	Heal ■	WIS		=		+		+	
☐	Hide ■	DEX*		=		+		+	
☐	Intimidate ■	CHA		=		+		+	
☐	Jump ■	STR*		=		+		+	
☑	Knowledge (Psionics) ■	INT		=		+		+	
☑	Knowledge (__________)	INT		=		+		+	
☑	Knowledge (__________)	INT		=		+		+	
☑	Knowledge (__________)	INT		=		+		+	
☑	Knowledge (__________)	INT		=		+		+	
☐	Listen ■	WIS		=		+		+	
☐	Move Silently ■	DEX*		=		+		+	
☐	Open Lock	DEX		=		+		+	
☐	Perform (__________)	CHA		=		+		+	
☐	Perform (__________)	CHA		=		+		+	
☑	Profession (__________)	WIS		=		+		+	
☑	Profession (__________)	WIS		=		+		+	
☑	Psicraft	INT		=		+		+	
☐	Ride ■	DEX		=		+		+	
☐	Search ■	INT		=		+		+	
☐	Sense Motive ■	WIS		=		+		+	
☐	Sleight of Hand	DEX*		=		+		+	
☐	Spellcraft	INT		=		+		+	
☐	Spot ■	WIS		=		+		+	
☐	Survival ■	WIS		=		+		+	
☐	Swim ■	STR*		=		+		+	
☐	Tumble	DEX*		=		+		+	
☐	Use Magic Device	CHA		=		+		+	
☑	Use Psionic Device	CHA		=		+		+	
☐	Use Rope ■	DEX		=		+		+	

■ Denotes a skill that can be used untrained. ☐ *Mark this box with an X if the skill is a class skill for the character.*
**Armor check penalty, if any, applies. (Double penalty for Swim.)*

POSSESSIONS

ITEM	LOCATION	PAGE REF.	WEIGHT	ITEM	LOCATION	PAGE REF.	WEIGHT
						TOTAL WEIGHT CARRIED	

CARRYING CAPACITY

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 X MAX LOAD	PUSH OR DRAG 5 X MAX LOAD

CONTAINERS

CONTAINER	CAPACITY	WEIGHT

LANGUAGES

INITIAL LANGUAGES=Common + racial languages + Int bonus
EACH ADDITIONAL LANGUAGE (Speak Language)=1 skill point

WEALTH

MONEY	GEMS	ART	OTHER
CP—			
SP—			
GP—			
PP—			

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POWERS

POWER SAVE DC MOD POWER POINTS NORMAL CURRENT

PRIMARY DISCIPLINE

POWER	LEVEL	SAVE	RANGE	DURATION	DISPLAY	PAGE REF.	POWER	LEVEL	SAVE	RANGE	DURATION	DISPLAY	PAGE REF.

EXPERIENCE

EXPERIENCE

NEEDED FOR NEXT LEVEL | LEVEL ADJUSTMENT | ECL

ARMOR/PROTECTIVE ITEMS

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY

SPELL FAILURE	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

RACIAL TRAITS

CLASS FEATURES

CLASS FEATURE | PAGE REF.
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CLASS FEATURE | PAGE REF.
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DUNGEONS & DRAGONS®
CHARACTER RECORD SHEET

TELEPATH

CHARACTER NAME

PLAYER | CLASS AND LEVEL | RACE

ALIGNMENT | DEITY | SIZE | AGE | GENDER | HEIGHT | WEIGHT | CAMPAIGN

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

	TOTAL		ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER
AC ARMOR CLASS		= 10 +	+	+	+	+	+	+	

TOUCH ARMOR CLASS

FLAT-FOOTED ARMOR CLASS

	TOTAL	NONLETHAL DAMAGE
HP HIT POINTS		

WOUNDS/CURRENT HP

DAMAGE REDUCTION

CONDITIONAL AC MODIFIERS

	TOTAL		DEX MODIFIER		MISC. MODIFIER
INITIATIVE MODIFIER		=		+	

SAVING THROWS	TOTAL		BASE SAVE		ABILITY MODIFIER		MAGIC MODIFIER		MISC. MODIFIER		TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)		=		+		+		+		+	
REFLEX (DEXTERITY)		=		+		+		+		+	
WILL (WISDOM)		=		+		+		+		+	

CONDITIONAL MODIFIERS

BASE ATTACK BONUS

SPELL RESISTANCE

	TOTAL		BASE ATTACK BONUS		STRENGTH MODIFIER		SIZE MODIFIER		MISC. MODIFIER
GRAPPLE MODIFIER		=		+		+		+	

SPEED

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE | TYPE | NOTES

AMMUNITION ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE | TYPE | NOTES

AMMUNITION ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE | TYPE | NOTES

AMMUNITION ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE | TYPE | NOTES

AMMUNITION ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE | TYPE | NOTES

AMMUNITION ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
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SKILLS

MAX RANKS (CLASS/CROSS-CLASS) /

CLASS SKILLS?	SKILL NAME	KEY ABILITY	SKILL MODIFIER		ABILITY MODIFIER		RANKS		MISC MODIFIER
☐	Appraise ■	INT		=		+		+	
☐	Autohypnosis	WIS		=		+		+	
☐	Balance ■	DEX*		=		+		+	
☑	Bluff ■	CHA		=		+		+	
☐	Climb ■	STR*		=		+		+	
☑	Concentration ■	CON		=		+		+	
☑	Craft ■ ( )	INT		=		+		+	
☑	Craft ■ ( )	INT		=		+		+	
☑	Craft ■ ( )	INT		=		+		+	
☐	Decipher Script	INT		=		+		+	
☑	Diplomacy ■	CHA		=		+		+	
☐	Disable Device	INT		=		+		+	
☐	Disguise ■	CHA		=		+		+	
☐	Escape Artist ■	DEX*		=		+		+	
☐	Forgery ■	INT		=		+		+	
☑	Gather Information ■	CHA		=		+		+	
☐	Handle Animal	CHA		=		+		+	
☐	Heal ■	WIS		=		+		+	
☐	Hide ■	DEX*		=		+		+	
☐	Intimidate ■	CHA		=		+		+	
☐	Jump ■	STR*		=		+		+	
☑	Knowledge (Psionics) ■	INT		=		+		+	
☑	Knowledge ( )	INT		=		+		+	
☑	Knowledge ( )	INT		=		+		+	
☑	Knowledge ( )	INT		=		+		+	
☑	Knowledge ( )	INT		=		+		+	
☐	Listen ■	WIS		=		+		+	
☐	Move Silently ■	DEX*		=		+		+	
☐	Open Lock	DEX		=		+		+	
☐	Perform ( )	CHA		=		+		+	
☐	Perform ( )	CHA		=		+		+	
☑	Profession ( )	WIS		=		+		+	
☑	Profession ( )	WIS		=		+		+	
☑	Psicraft	INT		=		+		+	
☐	Ride ■	DEX		=		+		+	
☐	Search ■	INT		=		+		+	
☑	Sense Motive ■	WIS		=		+		+	
☐	Sleight of Hand	DEX*		=		+		+	
☐	Spellcraft	INT		=		+		+	
☐	Spot ■	WIS		=		+		+	
☐	Survival ■	WIS		=		+		+	
☐	Swim ■	STR*		=		+		+	
☐	Tumble	DEX*		=		+		+	
☐	Use Magic Device	CHA		=		+		+	
☐	Use Psionic Device	CHA		=		+		+	
☐	Use Rope ■	DEX		=		+		+	

■ *Denotes a skill that can be used untrained.* ☐ *Mark this box with an X if the skill is a class skill for the character.*
**Armor check penalty, if any, applies. (Double penalty for Swim.)*

POSSESSIONS

ITEM	LOCATION	PAGE REF.	WEIGHT	ITEM	LOCATION	PAGE REF.	WEIGHT

TOTAL WEIGHT CARRIED

CARRYING CAPACITY

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 X MAX LOAD	PUSH OR DRAG 5 X MAX LOAD

LANGUAGES

INITIAL LANGUAGES=Common + racial languages + Int bonus
EACH ADDITIONAL LANGUAGE (Speak Language)=1 skill point

CONTAINERS

CONTAINER	CAPACITY	WEIGHT

WEALTH

MONEY	GEMS	ART	OTHER
CP—			
SP—			
GP—			
PP—			

FEAT PAGE REF.
NOTES

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POWERS

POWER SAVE DC MOD POWER POINTS NORMAL CURRENT

PRIMARY DISCIPLINE

POWER	LEVEL	SAVE	RANGE	DURATION	DISPLAY	PAGE REF.	POWER	LEVEL	SAVE	RANGE	DURATION	DISPLAY	PAGE REF.

EXPERIENCE

EXPERIENCE		
NEEDED FOR NEXT LEVEL	LEVEL ADJUSTMENT	ECL

ARMOR/PROTECTIVE ITEMS

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX	
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
SPELL FAILURE	SPECIAL PROPERTIES		

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

RACIAL TRAITS

CLASS FEATURES

CLASS FEATURE	PAGE REF.
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CLASS FEATURE	PAGE REF.
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DUNGEONS & DRAGONS®

PSYCHIC WARRIOR

CHARACTER RECORD SHEET

CHARACTER NAME

PLAYER	CLASS AND LEVEL	RACE

ALIGNMENT	DEITY	SIZE	AGE	GENDER	HEIGHT	WEIGHT	CAMPAIGN

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

	TOTAL		ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER
AC ARMOR CLASS		= 10 +	+	+	+	+	+	+	

TOUCH ARMOR CLASS

FLAT-FOOTED ARMOR CLASS

	TOTAL	NONLETHAL DAMAGE
HP HIT POINTS		
WOUNDS/CURRENT HP		

DAMAGE REDUCTION

CONDITIONAL AC MODIFIERS

	TOTAL		DEX MODIFIER		MISC. MODIFIER
INITIATIVE MODIFIER		=		+	

SAVING THROWS	TOTAL		BASE SAVE		ABILITY MODIFIER		MAGIC MODIFIER		MISC. MODIFIER		TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)		=		+		+		+		+		
REFLEX (DEXTERITY)		=		+		+		+		+		
WILL (WISDOM)		=		+		+		+		+		

BASE ATTACK BONUS

SPELL RESISTANCE

	TOTAL		BASE ATTACK BONUS		STRENGTH MODIFIER		SIZE MODIFIER		MISC. MODIFIER
GRAPPLE MODIFIER		=		+		+		+	

SPEED

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

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SKILLS

MAX RANKS (CLASS/CROSS-CLASS) /

CLASS SKILLS?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
☐	Appraise ■	INT		= ______	+ ______	+ ______
☑	Autohypnosis	WIS		= ______	+ ______	+ ______
☐	Balance ■	DEX*		= ______	+ ______	+ ______
☐	Bluff ■	CHA		= ______	+ ______	+ ______
☑	Climb ■	STR*		= ______	+ ______	+ ______
☑	Concentration ■	CON		= ______	+ ______	+ ______
☑	Craft ■ (______________)	INT		= ______	+ ______	+ ______
☑	Craft ■ (______________)	INT		= ______	+ ______	+ ______
☑	Craft ■ (______________)	INT		= ______	+ ______	+ ______
☐	Decipher Script	INT		= ______	+ ______	+ ______
☐	Diplomacy ■	CHA		= ______	+ ______	+ ______
☐	Disable Device	INT		= ______	+ ______	+ ______
☐	Disguise ■	CHA		= ______	+ ______	+ ______
☐	Escape Artist ■	DEX*		= ______	+ ______	+ ______
☐	Forgery ■	INT		= ______	+ ______	+ ______
☐	Gather Information ■	CHA		= ______	+ ______	+ ______
☐	Handle Animal	CHA		= ______	+ ______	+ ______
☐	Heal ■	WIS		= ______	+ ______	+ ______
☐	Hide ■	DEX*		= ______	+ ______	+ ______
☐	Intimidate ■	CHA		= ______	+ ______	+ ______
☑	Jump ■	STR*		= ______	+ ______	+ ______
☑	Knowledge (Psionics) ■	INT		= ______	+ ______	+ ______
☐	Knowledge (__________)	INT		= ______	+ ______	+ ______
☐	Knowledge (__________)	INT		= ______	+ ______	+ ______
☐	Knowledge (__________)	INT		= ______	+ ______	+ ______
☐	Knowledge (__________)	INT		= ______	+ ______	+ ______
☐	Listen ■	WIS		= ______	+ ______	+ ______
☐	Move Silently ■	DEX*		= ______	+ ______	+ ______
☐	Open Lock	DEX		= ______	+ ______	+ ______
☐	Perform (______________)	CHA		= ______	+ ______	+ ______
☐	Perform (______________)	CHA		= ______	+ ______	+ ______
☑	Profession (__________)	WIS		= ______	+ ______	+ ______
☑	Profession (__________)	WIS		= ______	+ ______	+ ______
☐	Psicraft	INT		= ______	+ ______	+ ______
☑	Ride ■	DEX		= ______	+ ______	+ ______
☑	Search ■	INT		= ______	+ ______	+ ______
☐	Sense Motive ■	WIS		= ______	+ ______	+ ______
☐	Sleight of Hand	DEX*		= ______	+ ______	+ ______
☐	Spellcraft	INT		= ______	+ ______	+ ______
☐	Spot ■	WIS		= ______	+ ______	+ ______
☐	Survival ■	WIS		= ______	+ ______	+ ______
☑	Swim ■	STR*		= ______	+ ______	+ ______
☐	Tumble	DEX*		= ______	+ ______	+ ______
☐	Use Magic Device	CHA		= ______	+ ______	+ ______
☐	Use Psionic Device	CHA		= ______	+ ______	+ ______
☐	Use Rope ■	DEX		= ______	+ ______	+ ______

■ Denotes a skill that can be used untrained. ☐ *Mark this box with an X if the skill is a class skill for the character.*
**Armor check penalty, if any, applies. (Double penalty for Swim.)*

POSSESSIONS

ITEM	LOCATION	PAGE REF.	WEIGHT

ITEM	LOCATION	PAGE REF.	WEIGHT
		TOTAL WEIGHT CARRIED	

CARRYING CAPACITY

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 X MAX LOAD	PUSH OR DRAG 5 X MAX LOAD

LANGUAGES

INITIAL LANGUAGES=Common + racial languages + Int bonus
EACH ADDITIONAL LANGUAGE (Speak Language)=1 skill point

CONTAINERS

CONTAINER	CAPACITY	WEIGHT

WEALTH

MONEY	GEMS	ART	OTHER
CP—			
SP—			
GP—			
PP—			

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POWERS

POWER SAVE DC MOD POWER POINTS NORMAL CURRENT

PRIMARY DISCIPLINE

POWER	LEVEL	SAVE	RANGE	DURATION	DISPLAY	PAGE REF.

POWER	LEVEL	SAVE	RANGE	DURATION	DISPLAY	PAGE REF.

EXPERIENCE

EXPERIENCE

NEEDED FOR NEXT LEVEL | LEVEL ADJUSTMENT | ECL

ARMOR/PROTECTIVE ITEMS

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY

SPELL FAILURE	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

RACIAL TRAITS

CLASS FEATURES

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CLASS FEATURE | PAGE REF.

NOTES

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DUNGEONS & DRAGONS®

CHARACTER RECORD SHEET

SOULKNIFE

CHARACTER NAME

PLAYER | CLASS AND LEVEL | RACE

ALIGNMENT | DEITY | SIZE | AGE | GENDER | HEIGHT | WEIGHT | CAMPAIGN

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

	TOTAL		ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER		NATURAL ARMOR		DEFLECTION MODIFIER		MISC. MODIFIER
AC ARMOR CLASS		= 10 +		+		+		+		+		+		+	

TOUCH ARMOR CLASS

FLAT-FOOTED ARMOR CLASS

CONDITIONAL AC MODIFIERS

	TOTAL	NONLETHAL DAMAGE
HP HIT POINTS		

WOUNDS/CURRENT HP

DAMAGE REDUCTION

	TOTAL		DEX MODIFIER		MISC. MODIFIER
INITIATIVE MODIFIER		=		+	

SAVING THROWS	TOTAL		BASE SAVE		ABILITY MODIFIER		MAGIC MODIFIER		MISC. MODIFIER		TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)		=		+		+		+		+	
REFLEX (DEXTERITY)		=		+		+		+		+	
WILL (WISDOM)		=		+		+		+		+	

CONDITIONAL MODIFIERS

BASE ATTACK BONUS

SPELL RESISTANCE

	TOTAL		BASE ATTACK BONUS		STRENGTH MODIFIER		SIZE MODIFIER		MISC. MODIFIER
GRAPPLE MODIFIER		=		+		+		+	

SPEED

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

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SKILLS

MAX RANKS (CLASS/CROSS-CLASS) /

CLASS SKILLS?	SKILL NAME	KEY ABILITY	SKILL MODIFIER		ABILITY MODIFIER		RANKS		MISC MODIFIER
☐	Appraise ■	INT		=		+		+	
☑	Autohypnosis	WIS		=		+		+	
☐	Balance ■	DEX*		=		+		+	
☐	Bluff ■	CHA		=		+		+	
☑	Climb ■	STR*		=		+		+	
☑	Concentration ■	CON		=		+		+	
☑	Craft ■ (__________)	INT		=		+		+	
☑	Craft ■ (__________)	INT		=		+		+	
☑	Craft ■ (__________)	INT		=		+		+	
☐	Decipher Script	INT		=		+		+	
☐	Diplomacy ■	CHA		=		+		+	
☐	Disable Device	INT		=		+		+	
☐	Disguise ■	CHA		=		+		+	
☐	Escape Artist ■	DEX*		=		+		+	
☐	Forgery ■	INT		=		+		+	
☐	Gather Information ■	CHA		=		+		+	
☐	Handle Animal	CHA		=		+		+	
☐	Heal ■	WIS		=		+		+	
☑	Hide ■	DEX*		=		+		+	
☐	Intimidate ■	CHA		=		+		+	
☑	Jump ■	STR*		=		+		+	
☑	Knowledge (Psionics) ■	INT		=		+		+	
☑	Knowledge (__________)	INT		=		+		+	
☑	Knowledge (__________)	INT		=		+		+	
☑	Knowledge (__________)	INT		=		+		+	
☑	Knowledge (__________)	INT		=		+		+	
☑	Listen ■	WIS		=		+		+	
☑	Move Silently ■	DEX*		=		+		+	
☐	Open Lock	DEX		=		+		+	
☐	Perform (__________)	CHA		=		+		+	
☐	Perform (__________)	CHA		=		+		+	
☑	Profession (__________)	WIS		=		+		+	
☑	Profession (__________)	WIS		=		+		+	
☐	Psicraft	INT		=		+		+	
☐	Ride ■	DEX		=		+		+	
☐	Search ■	INT		=		+		+	
☐	Sense Motive ■	WIS		=		+		+	
☐	Sleight of Hand	DEX*		=		+		+	
☐	Spellcraft	INT		=		+		+	
☑	Spot ■	WIS		=		+		+	
☐	Survival ■	WIS		=		+		+	
☐	Swim ■	STR*		=		+		+	
☑	Tumble	DEX*		=		+		+	
☐	Use Magic Device	CHA		=		+		+	
☐	Use Psionic Device	CHA		=		+		+	
☐	Use Rope ■	DEX		=		+		+	

■ *Denotes a skill that can be used untrained.* ☐ *Mark this box with an X if the skill is a class skill for the character.*
**Armor check penalty, if any, applies. (Double penalty for Swim.)*

POSSESSIONS

ITEM	LOCATION	PAGE REF.	WEIGHT

ITEM	LOCATION	PAGE REF.	WEIGHT
		TOTAL WEIGHT CARRIED	

CARRYING CAPACITY

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 X MAX LOAD	PUSH OR DRAG 5 X MAX LOAD

LANGUAGES

INITIAL LANGUAGES=Common + racial languages + Int bonus
EACH ADDITIONAL LANGUAGE (Speak Language)=1 skill point

CONTAINERS

CONTAINER	CAPACITY	WEIGHT

WEALTH

MONEY	GEMS	ART	OTHER
CP—			
SP—			
GP—			
PP—			

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MIND BLADE SPECIAL ABILITY

WEAPON SPECIAL ABILITY	ENHANCEMENT BONUS VALUE
DEFENDING	+1
KEEN	+1
LUCKY	+1
MIGHTY CLEAVING	+1
PSYCHOKINETIC	+1
SUNDERING	+1
VICIOUS	+1
COLLISION	+2
MINDCRUSHER	+2
PSYCHOKINETIC BURST	+2
SUPPRESSION	+2
WOUNDING	+2
BODY FEEDER	+3
MINDFEEDER	+3

SPECIAL ABILITIES

	PAGE REF.

EXPERIENCE

EXPERIENCE		
NEEDED FOR NEXT LEVEL	LEVEL ADJUSTMENT	ECL

ARMOR/PROTECTIVE ITEMS

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY

SPELL FAILURE	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

RACIAL TRAITS

CLASS FEATURES

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DUNGEONS & DRAGONS

CHARACTER RECORD SHEET

WILDER

CHARACTER NAME

PLAYER
CLASS AND LEVEL
RACE

ALIGNMENT
DEITY
SIZE
AGE
GENDER
HEIGHT
WEIGHT
CAMPAIGN

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

	TOTAL		ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER		NATURAL ARMOR		DEFLECTION MODIFIER		MISC. MODIFIER
AC ARMOR CLASS		= 10 +		+		+		+		+		+		+	

TOUCH ARMOR CLASS

FLAT-FOOTED ARMOR CLASS

	TOTAL	NONLETHAL DAMAGE
HP HIT POINTS		
WOUNDS/CURRENT HP		

DAMAGE REDUCTION

CONDITIONAL AC MODIFIERS

	TOTAL		DEX MODIFIER		MISC. MODIFIER
INITIATIVE MODIFIER		=		+	

SAVING THROWS	TOTAL		BASE SAVE		ABILITY MODIFIER		MAGIC MODIFIER		MISC. MODIFIER		TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)		=		+		+		+		+	
REFLEX (DEXTERITY)		=		+		+		+		+	
WILL (WISDOM)		=		+		+		+		+	

CONDITIONAL MODIFIERS

BASE ATTACK BONUS

SPELL RESISTANCE

	TOTAL		BASE ATTACK BONUS		STRENGTH MODIFIER		SIZE MODIFIER		MISC. MODIFIER
GRAPPLE MODIFIER		=		+		+		+	

SPEED

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION ______________________ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

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☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION ______________________ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
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SKILLS

MAX RANKS (CLASS/CROSS-CLASS) /

CLASS SKILLS?	SKILL NAME	KEY ABILITY	SKILL MODIFIER		ABILITY MODIFIER		RANKS		MISC MODIFIER
☐	APPRAISE ■	INT		=		+		+	
☑	AUTOHYPNOSIS	WIS		=		+		+	
☑	BALANCE ■	DEX*		=		+		+	
☑	BLUFF ■	CHA		=		+		+	
☑	CLIMB ■	STR*		=		+		+	
☑	CONCENTRATION ■	CON		=		+		+	
☑	CRAFT ■ (____________)	INT		=		+		+	
☑	CRAFT ■ (____________)	INT		=		+		+	
☑	CRAFT ■ (____________)	INT		=		+		+	
☐	DECIPHER SCRIPT	INT		=		+		+	
☐	DIPLOMACY ■	CHA		=		+		+	
☐	DISABLE DEVICE	INT		=		+		+	
☐	DISGUISE ■	CHA		=		+		+	
☑	ESCAPE ARTIST ■	DEX*		=		+		+	
☐	FORGERY ■	INT		=		+		+	
☐	GATHER INFORMATION ■	CHA		=		+		+	
☐	HANDLE ANIMAL	CHA		=		+		+	
☐	HEAL ■	WIS		=		+		+	
☐	HIDE ■	DEX*		=		+		+	
☑	INTIMIDATE ■	CHA		=		+		+	
☑	JUMP ■	STR*		=		+		+	
☑	KNOWLEDGE (PSIONICS) ■	INT		=		+		+	
☐	KNOWLEDGE (__________)	INT		=		+		+	
☐	KNOWLEDGE (__________)	INT		=		+		+	
☐	KNOWLEDGE (__________)	INT		=		+		+	
☐	KNOWLEDGE (__________)	INT		=		+		+	
☑	LISTEN ■	WIS		=		+		+	
☐	MOVE SILENTLY ■	DEX*		=		+		+	
☐	OPEN LOCK	DEX		=		+		+	
☐	PERFORM (____________)	CHA		=		+		+	
☐	PERFORM (____________)	CHA		=		+		+	
☑	PROFESSION (__________)	WIS		=		+		+	
☑	PROFESSION (__________)	WIS		=		+		+	
☑	PSICRAFT	INT		=		+		+	
☐	RIDE ■	DEX		=		+		+	
☐	SEARCH ■	INT		=		+		+	
☑	SENSE MOTIVE ■	WIS		=		+		+	
☐	SLEIGHT OF HAND	DEX*		=		+		+	
☐	SPELLCRAFT	INT		=		+		+	
☑	SPOT ■	WIS		=		+		+	
☐	SURVIVAL ■	WIS		=		+		+	
☑	SWIM ■	STR*		=		+		+	
☑	TUMBLE	DEX*		=		+		+	
☐	USE MAGIC DEVICE	CHA		=		+		+	
☐	USE PSIONIC DEVICE	CHA		=		+		+	
☐	USE ROPE ■	DEX		=		+		+	

■ *Denotes a skill that can be used untrained.* ☐ *Mark this box with an X if the skill is a class skill for the character.*
**Armor check penalty, if any, applies. (Double penalty for Swim.)*

POSSESSIONS

ITEM	LOCATION	PAGE REF.	WEIGHT

ITEM	LOCATION	PAGE REF.	WEIGHT
		TOTAL WEIGHT CARRIED	

CARRYING CAPACITY

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 X MAX LOAD	PUSH OR DRAG 5 X MAX LOAD
☐	☐	☐	☐	☐	☐

LANGUAGES

INITIAL LANGUAGES=Common + racial languages + Int bonus
EACH ADDITIONAL LANGUAGE (Speak Language)=1 skill point

CONTAINERS

CONTAINER	CAPACITY	WEIGHT

WEALTH

MONEY	GEMS	ART	OTHER
CP—			
SP—			
GP—			
PP—			

FEAT | PAGE REF.
NOTES

FEAT | PAGE REF.
NOTES

FEAT | PAGE REF.
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FEAT | PAGE REF.
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FEAT | PAGE REF.
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POWERS

POWER SAVE ☐ DC MOD POWER POINTS ☐ NORMAL ☐ CURRENT

☐ PRIMARY DISCIPLINE

POWER	LEVEL	SAVE	RANGE	DURATION	DISPLAY	PAGE REF.

POWER	LEVEL	SAVE	RANGE	DURATION	DISPLAY	PAGE REF.